NOW 100% for 16 and 64 bit NINTENDO スーパープレイ £2.75 500円

INDEPENDENT SNES AND NINTENDO ULTRA 64 MAGAZINE

SUPER PLAY

ISSUE 39

JANUARY 1996

Future PUBLISHING

9 770966 619035 01

EXCLUSIVE!

SECRET OF EVERMORE

Square USA's Mana beater hits the UK!

ULTRA 64

The *hottest* news on Nintendo's killer 64-bit launch!

TEN

Xmas releases reviewed and rated!

NINTENDO VS THE WORLD!

How will the Ultra 64 perform in the next generation console war?

ANIME WORLD • P18

The world of Battletech exposed: just where did those mechs originate?

FANTASY QUEST • P20

Top runny/jumpy/puzzly action in Enix/Quintet's sparkling Tenchi So-Zo

IRRESPONSIBLE PICTURES • P78

Ghost In The Shell reviewed! Plus Maddox-01 and Orguss

LIVE FROM HELL CITY • P22

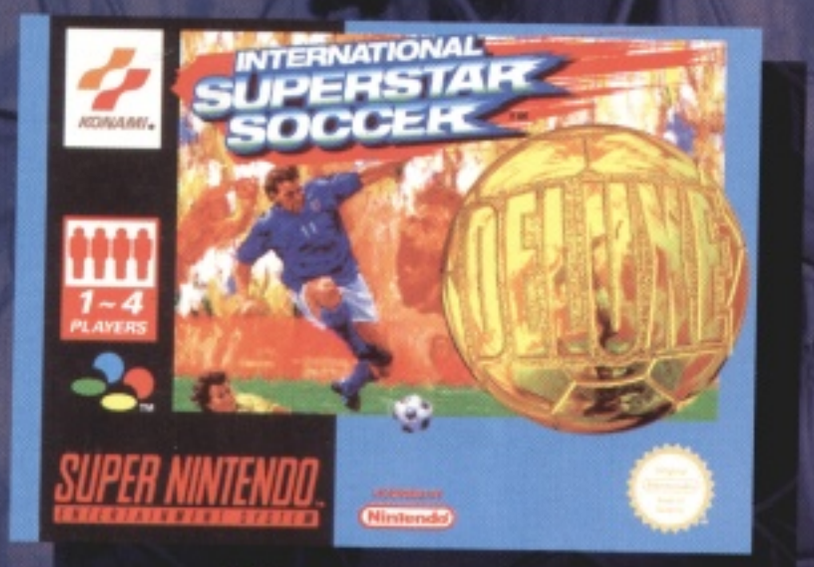
The shocking world of Japanese fanzines and their creators

KONAMI

INTERNATIONAL SUPERSTAR SOCCER DELUXE™

©1995 KONAMI ALL RIGHTS RESERVED.

It's a whole new ball game...



It's more than just a sequel...

New teams, new players, new stadiums, new strategies and new techniques.

- ★ Realistic player sprites with brand new animations and skills
- ★ Increased CPU intelligence to challenge beginners and experts alike
- ★ 36 international teams featuring recognisable celebrity players
- ★ Real, live commentary, 7 different stadiums and new stadium video screen
- ★ International Cup, World Series and fully editable tournament modes
- ★ Choose from 16 formations, 8 strategies, 20 players and 9 adjustable player skills to create your perfect team
- ★ Four way play also possible

A load of old balls it ain't!

Release Date: 3rd November 1995

SUPER NINTENDO ENTERTAINMENT SYSTEM

INDEPENDENT SNES AND NINTENDO ULTRA 64 MAGAZINE

super

JANUARY ISSUE 1996

Editorial & Advertising Offices:
Super Play, Future Publishing Ltd,
30 Monmouth Street, Bath BA1 2BW.
Tel: (01225) 442244 Fax: (01225) 446019

EDITORIAL
Editor: Alison Harper
aharper@futurenet.co.uk
Art Editor: Ollie Alderton
Deputy Editor: Tony Mott
tmott@futurenet.co.uk
Jack Of All Trades: Wil Overton

ADVERTISING
Advertising Manager: Louise Alexander
lalexander@futurenet.co.uk
Sales Executive: Claire Eastwood
Product Manager: Tamara Ward
tward@futurenet.co.uk
Advertising Production: Tracy O'Donnell
Advertising Design: Paul Jarrold
Business Development Manager: Jackie Garford

PUBLISHING
Publisher: Chris Power
Assistant Publisher: Dave Roberts
Managing Director: Greg Ingham
Chairman: Nick Alexander

Writers
Josse 'Smoky' Bilson
Simon 'Ambre Solaire' Cox
Jonathan 'Jonathan' Davies
Simon 'Hairy' Forrester
Will 'Fuzz Buzz' Groves
Zy 'Regular' Nicholson
Danny 'Cigars' Wallace

Artwork
Wil Overton
Photography
Rob Scott
Lino & Scanning
Mark Gover
Brian Hook
Jon Moore
Chris Stocker
Simon Windsor

LEGALLY REQUIRED INFOMATION BOX THING
***Super Play*'s annual subscription rate, for 12 issues, postage paid n the UK is £20.95, in Europe it's £49.95 and in the rest of the world it's £57.95. Check out page 77 for even better offers, though!**

Next issue on sale: Thursday, 4th January 1996

Super Play comes from the same offices as *Sega Power*, *Ultimate Future Games*, *GamesMaster*, *The Official PlayStation Magazine*, *Edge* and *Total!*, and we're friends with *Amiga Power*, *CD-ROM Today*, *Amiga Format*, *PC Format*, *ST Format*, *PC Gamer*, *.net* , *Arcane and SFX too*.

Super Play is an independent publication and the views expressed within are not necessarily those of Nintendo or their agents. 'Nintendo' and 'Super NES' are trademarks of Nintendo Co. Ltd.
All rights reserved and stuff.

PLEASE DO *NOT* CALL US FOR GAMING ADVICE. Phone the Nintendo Hotline on (01703) 652222 instead – they get paid for doling the stuff out. If you simply *have* to phone us, do it on Thursdays between 2pm and 6pm. (But we still can't guarantee not to be down the pie shop or somewhere when you ring.)

Contributions are accepted only on the basis of full assignment of copyright to Future Publishing.

All letters submitted are assumed to be for publication unless marked otherwise. We reserve the right to edit letters for reasons of space or clarity.

Printed in the UK by Cradley Print Ltd,
Warley, West Midlands.

All material © Future Publishing 1995

Future PUBLISHING

THE SUPER PLAY EDITORIAL

from the BIG CHAIR

Our full contents listing starts just over the page

Bearing in mind that yuletide is almost upon us, may we be the first to wish you a happy Christmas. For those of you who were planning on diverting yourselves with an Ultra 64 rather than the 27th re-run of *The Wizard Of Oz* over the festive season, however, glad tidings will be rather thin on the ground if the latest word on the street is to believed. Yes, we gather that the big N's 64-bit machine – now retitled Nintendo64 in Japan – won't make it for a December release after all, and instead turn up in March 1996.

But fret not, because we've managed to track down a hearty dollop of Nintendo64 news for your delectation this very issue. It all starts on page 6, and includes a whole bunch of exclusive information set to get you drooling even more.

In the meantime, then, you'll be looking to your trusty SNES to keep you warm and jolly, and to this end Nintendo have *Secret Of Evermore* – licensed from Square Soft's US arm – lined up for release here in December. You'll find the exclusive review on page 32. Okay, so it's not quite *Secret Of Mana 2* or *Final Fantasy III*, but we think it'll provide a tasty slice of action/RPG gaming to anyone remotely interested in the scene.

But wait. I've forgotten to mention the amazing free calendar which will have popped out of the plastic bag which you'll have also recieved free with this issue. It's been brought to you in association with Ocean and Woolworths and offers the opportunity to win a share of £1 ,000 worth of competition prizes. There's a choice of a PlayStation or Saturn as the first prize, which should tide you over quite adequately until Nintendo get around to delivering their 64-bit beast.

Going back to which, we also have a feature this month which takes a broad look at the whole next generation gaming scene. Examining each of the main formats in turn, we also talk to several industry bods to get their opinions on how each format will fare against the Nintendo64 in a battle that promises some messy casualties. Some of the responses may just surprise you...

There's also the final part of our *Doom* Super Player's Guide. A lot of you have bought the game judging by its performance in the Gallup charts, and we're happy to offer what is the most authoritative guide available. (In other words, it's been put together by someone who's actually played the game through and through, unlike a certain other effort doing the rounds.)

Right, I'd better dash – the mince pies are calling. Just remember: a Nintendo is for life, not just for Christmas...

Alison Harper
Editor

INDEPENDENT SNES AND NINTENDO ULTRA 64 MAGAZINE

SUPER PLAY CON

REGULARS

SUPER EXPRESS..... 6

ANIME WORLD..... 18

FANTASY QUEST..... 20

LIVE FROM HELL CITY..... 22

GAMEFREAK..... 62

MODE 7..... 64

SUPERMARKET..... 68

PLAYBACK..... 70

FINAL FANTASY FORUM..... 74

SUBSCRIPTIONS..... 77

IRRESPONSIBLE PICTURES..... 78

BACK ISSUES..... 81

NEXT MONTH..... 82

SUPER PLAYER'S GUIDE

ABC: 23,657*

*Despite reports to the contrary, we are the BIGGEST-SELLING INDEPENDENT Nintendo mag!

JANUARY 1996 ISSUE 39

GAMES REVIEWED THIS ISSUE

SECRET OF EVERMORE ● p32

EARTH WORM JIM 2 ● p38

MICRO MACHINES 2 ● p42

FRANTIC FLEA ● p44

BIG HURT ● p46

HEBEREKE ● p47

90 MINUTES ● p48

URBAN STRIKE ● p50

MARIO'S PICROSS ● p53

TINTIN IN TIBET ● p54

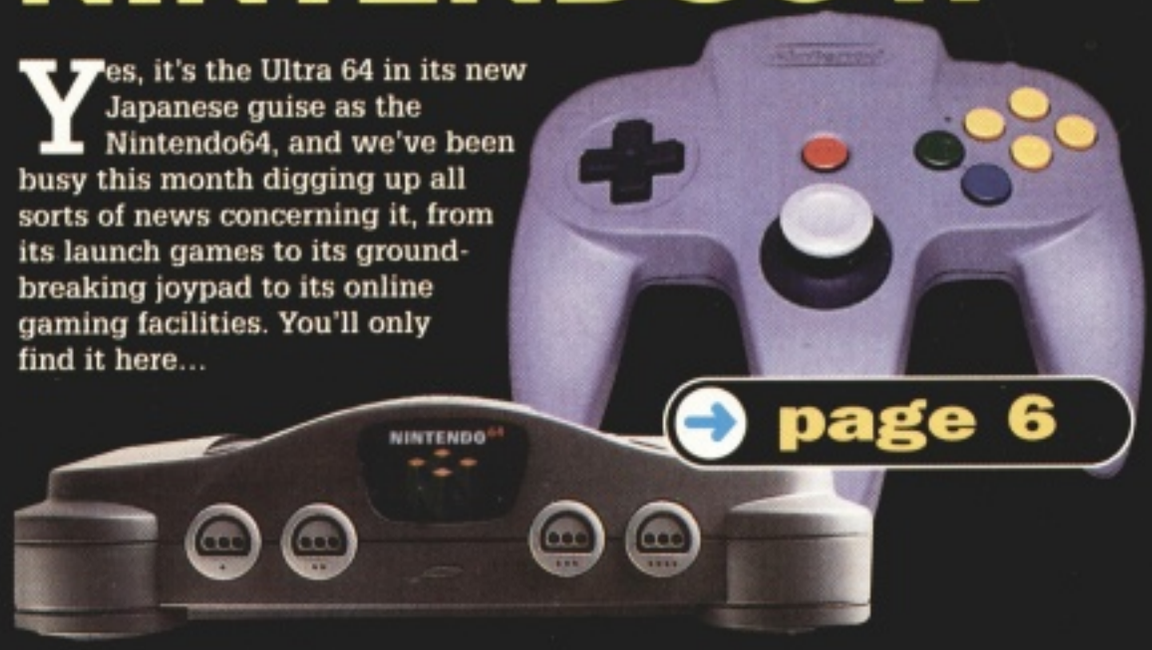
page 38

page 47

page 54

NINTENDO64!

Yes, it's the Ultra 64 in its new Japanese guise as the Nintendo64, and we've been busy this month digging up all sorts of news concerning it, from its launch games to its ground-breaking joypad to its online gaming facilities. You'll only find it here...



page 6

SUE
38
47
54
6

TENTS

ISSUE 39
JANUARY
1996

SECRET OF EVERMORE

It's the first labour of love from Square Soft's recently formed US development team, and it's reviewed exclusively only here. Can it match their Japanese efforts?

page 32

5

NINTENDO VERSUS THE WORLD

It's easy to think that the Ultra 64 will just sail onto the gaming scene and devour every other system already out there at a stroke. The reality, in fact, finds numerous hurdles lying before Nintendo at what's perhaps the most important stage in their history.

We examine every format that matters, and talk to the people in the know to get their views on how Nintendo will perform. It's the sort of no-holds-barred feature you simply won't find in multi-format mags.

page 14

SUPER

NEWS NETWORK SUPER NINTENDO NEWS NETWORK SUPER NINTENDO

'Tis the season to be jolly. But it's very hard to retain an air of jolliness if you find a pile of cacky presents under the tree on Christmas morning. So, *Super Play* boys and girls, what are *you* hoping not to see making Santa's sack bulge on the eve of the 25th?

PROFILES

Alison Harper

"Look," said Alison, "if I'm going to have wobbly 3D vision that's all in red this Christmas, then it'll be through too many Marks & Spencer's puff pastry mince pies and industrial-sized quantities of Twiglets, not some half baked virtual Game Boy!". "Blimey," we said as she went off to find the *Galactic Pinball* cartridge.

Ollie Alderton

Ollie loves all living things it's true but, alas, when it comes to the botanical arts the feeling isn't reciprocal. That's why he definitely doesn't want a certain Chris Cringle popping a pot from Homebase into his tinsel-rimmed footy sock this yuletide. "The only plants I like are in re-runs of *Day Of The Triffids*".

Tony Mott

It was with a saddened expression worthy of Lady Di on *Panorama* that our Tone confessed to his hermit-like Gamefreak's lifestyle. "You definitely won't be after a *Bomberman* multitap this Xmas then," we all cheered, and promptly went down the pie shop, leaving him to bemoan his lack of chums.

Wil Overton

"I dunnah want no more paints!" moaned Wil, sounding more like Taggart than anything. "I've gone digital you see." But frankly, the thought of Santa bringing him a Power Mac 9500 with 256Mb RAM and a 21" monitor on the 25th rather than a couple of tubes of cobalt blue and a no.2 sable are a little on the slim side.

ULTRA 64

Were you hoping to pick up an imported Ultra 64 hot and fresh from Japan this month? Well you'll have to wait another three months, because the machine's delivery date has apparently slipped again. But it looks like it's going to be worth the wait.

Just prior to the Shoshinkai Software Exhibition 95 in Japan where their lean mean 64-bit machine is due to make its debut, the latest word on the street is that Nintendo have suffered more difficulties with the project, forcing its release to be delayed until March 31 1995.

If this proves to be true, of course, the European launch also looks likely to slip back. Nintendo had originally planned to get units into the UK for spring '96, but a delay in Japan would most likely mean it not reaching this shores officially until September. (Boo.)

At the time of writing Nintendo have yet to confirm the news, but there are numerous points which lend credence to the supposed new date of March 21:

- The date is a national holiday in Japan, which would eliminate problems with school children skipping class and office workers leaving their offices in order to track down and buy their own machine the moment it hits the streets.
- It has been suggested that Nintendo's hardware production facilities have not yet been able to produce enough machines to

Yes, every time we report on something happening at Nintendo in Japan, we wheel out this shot of their Japanese HQ. And now for the "if you look very carefully" gag.

EXPRESS

ENDO

ick up
hot
this
ve to
onths,
's

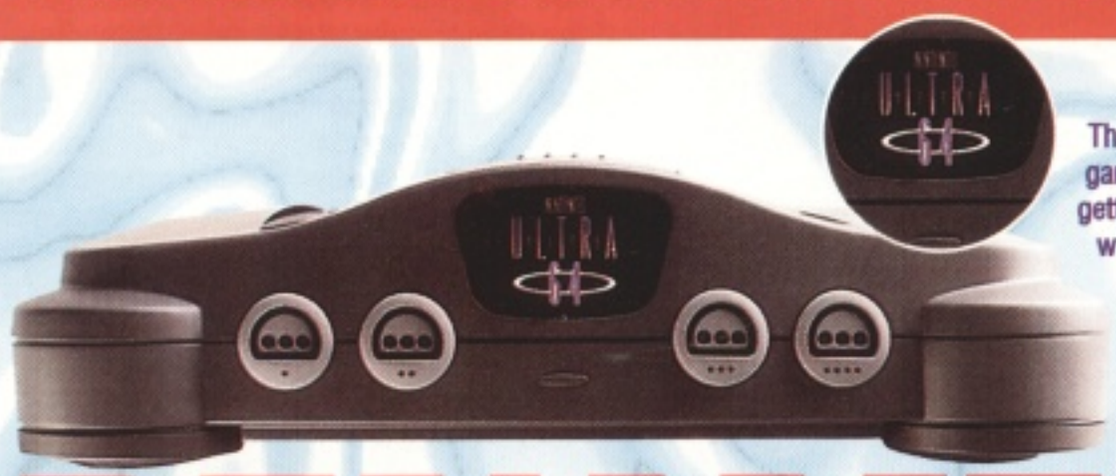
ain.
oing

oftware
e their
due to
n the
red more
g its
31 1995.
se, the
o slip
ned to get
a delay in
t reaching
er. (Boo.)
have yet
numerous
supposed

Japan,
ith school
vorkers
k down
ment it

ndo's
not yet
ines to

we wheel
efully" gag.



This is what US gamers will be getting. Can't say when, though.

RENAMED, RESCHEDULED, REVEALED

meet expected demand; the extra three months giving them valuable production time to allow retailers to stack 'em high come March, when the rush hits.

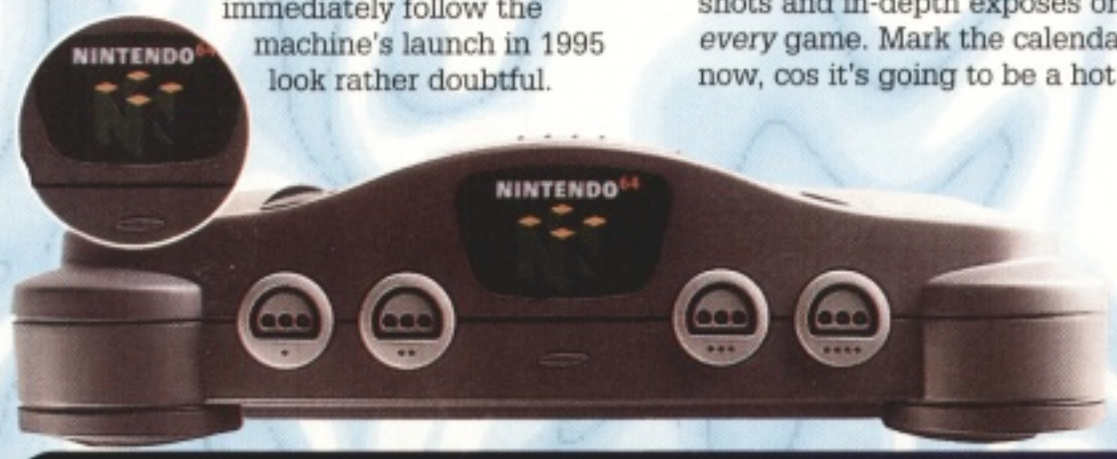
● The Japanese 1995 tax year ends on March 31. Nintendo have always promised to deliver the machine in 1995, and although they'll be catching the end of fiscal '95 rather than calendar '95, they'll be keeping their promise.

● Tenuously – but significantly, bearing in mind their strong, quirky traditions – the 21st of the month is the date on which Nintendo have launched a number of their biggest products: the ill-fated Famicom (floppy) disk system came out on February 21, 1986; the Game Boy was released on April 21, 1989; the Super Famicom (SNES) arrived on November 21, 1990; and the unimpressive Virtual Boy popped from their loins on July 21 earlier this year.

Developing for the console is reportedly proving tricky for those whose games aren't due to arrive for the machine's launch. It's believed that some are still working with only half-complete development kits, making the prospect of a fat wodge of extra software to immediately follow the machine's launch in 1995 look rather doubtful.

The security screen Nintendo have erected in order to shield their 64-bit secret weapon from prying eyes has been more effective than anything in the history of gaming. This means, of course, that Nintendo have complete control over when and where the hungry gaming public finally learns what the machine is really capable of. The company have even laid down groundrules to press attendees at Shoshinkai, one of which prevents people from pointing a camera at a screen running from a Nintendo64 – presumably to prevent loads of dodgy game shots appearing in American videogames mags (!).

However the system performs in actuality – whether it's world-shakingly amazing (witness the SNES) or, erk, a bit on the disappointing side (see the Virtual Boy) – you'll be reading about it here next month in an extended news special direct from Japan, complete with tons of game shots and in-depth exposés on *every* game. Mark the calendar now, cos it's going to be a hot one.



The Japanese unit, complete with funky '3D' logo. Mmm.

PAD JOY

The Nintendo64's controller has at last been revealed. Looking quite similar to the artist's impression from issue 36, it has softer lines and a colour scheme that has Nintendo written all over it.

Along with the revolutionary analogue thumb-stick at its centre, the 'pad apparently has one other groundbreaking feature – an expansion port type aperture at its rear. Its exact use has yet to be confirmed, and speculation has ranged from it being for accepting PlayStation-style memory cards (probable) to peripherals such as a lightgun (unlikely) to household appliances such as toasters, multi-processing food mixers and tumble driers (only kidding).

The N64's joypad will, Nintendo hope, unlock an entirely new era of gaming. But it can still be used just like a standard SNES 'pad, of course.

Turn over for more piping hot Nintendo64 news!

A WIDE NET

Above: *Netscape*, the popular Internet software. The N64's interface will look different, naturally.

The N64's modem will take a similar form to that of Nintendo's Super Famicom equivalent, the Satellaview.

Nintendo have further confirmed their interests in communications – something which was flaunted earlier this year with the launch of their Satellaview modem device – by announcing a deal with Square Soft and Just System Corp which kick off the development of a modem peripheral.

Through the connection to a standard phone network, services on offer will naturally include gaming – a typical scenario perhaps involving players downloading extra levels or character details to make tasty changes in their games – and also shopping, karaoke and banking services.

Following their decision to develop *Final Fantasy VII* on the Nintendo64 – which is now believed to be a Bulky drive-only title, not cartridge – the involvement of Square Soft in the modem project is further evidence of their commitment towards Nintendo's developments.

As yet the modem is scheduled only to appear in Japan, but Nintendo have similar plans on a global scale, so an eventual European release of such a system shouldn't be ruled out. Just don't hold your breath...

GAMES! WE MUST HAVE GAMES!

At Shoshinkai, Nintendo will be showing 13 games – at various stages of completion – with these ten set to appear among them:

Ultra Mario
Killer Instinct 2
Goldeneye
Cruis'n USA
Turok: The Dinosaur Hunter
Phear
Software Creations' game
Angel Studios' game (produced by Shigeru Miyamoto)
DMA Design's game
Paradigm's flight simulation (produced by Shigeru Miyamoto)

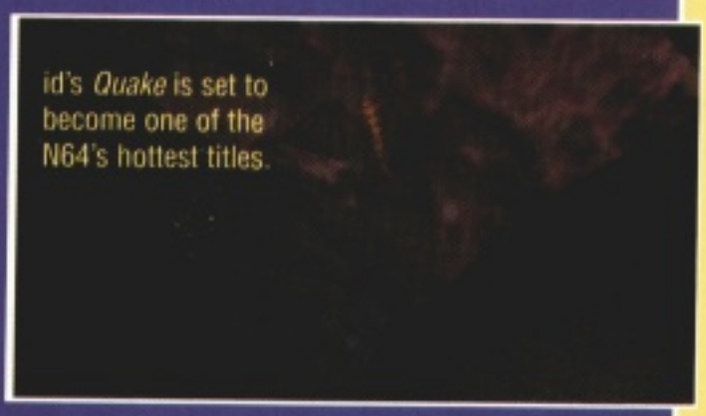
Three of them are known to be 100% complete, with the ten remaining titles appearing as playable beta versions. The hot money, incidentally, is on *Ultra Mario*, *Killer Instinct* and *Cruis'n USA* to appear alongside the system as launch titles in March.

Three new games have just been announced for the machine – *FIFA 97*, *Quake* and *Prey*. *FIFA* will become the benchmark version of Electronic Arts' lucrative sports sim, while *Quake* is id's pseudo-sequel to *Doom*, with incredibly 3D environments and deeper gameplay than its predecessor. *Prey*, from Apogee Software (the scarily talented bods behind the stunning PC game *Duke Nukem 3D*), however, sounds most interesting of all.

Based around a storyline which echoes themes from the *Predator* movies, you play as a character who is being hunted down by aliens as sport. Its 3D engine allows full three degrees of movement and view, which, along with so-called 'real world' lighting, makes for a near photo-quality playing environment (or so they claim).

Its other key features include dynamic light sourcing (ie there are moveable objects in the game which cast light as well as stationary ones); shadows cast by every character; and full 3D characters which look solid from any angle, even above and below (as opposed to *Doom*'s 'cutouts', which look the same from all angles).

The environment itself is alien, featuring odd architectural structures completely unlike the now-familar design of *Doom* et al. And you won't simply run around it – there are various innovative gameplay twists, with even the opportunity to swing across ropes. It's coming on PC first in late '96, with the updated Nintendo64 version due in '97.



id's *Quake* is set to become one of the N64's hottest titles.

Mario's N64 guise? Very possibly, yes.

JOY TO THE WORLD

WIN!

There was a time when a new SNES controller appeared every other week, whether it was a joypad with a translucent case (like, wow), a stick which promised true coin-op performance (only to break after a good *SFII* sesh or two), or something 'revolutionary' like the legendarily daft Nigel Mansell-endorsed steering wheel controller (remember that?).

Things have cooled off of late, though, and it was a bit of a surprise to see the Energiser controller appear from a company called Wild Things. It is, as you can see, a device unlike yer average 'pad. The unique vertical grippy-type thing at its left-hand edge sets your thumb's position perfectly over the D-pad when you hold the thing in your hand, and its six standard fire buttons are positioned in a pseudo-*Street Fighter II* coin-op fashion making it ideally suited to that most evergreen of genres, the beat-'em-up. In keeping with this it also includes a programmable special move button, which can execute a sequence of presses from but a single poke. *And* it has independently controllable turbo and autofire functions *and* slow and super slow motion controls tucked away along its not unattractive curves.

Costing £19.99, the Energiser should be available right now from any videogame dealer worth its salt. Alternatively, you could pick up one of five of the little blighters we have to give away thanks to those friendly types down at Wild Things. To win one, all you have to do is answer the following stupidly simple multiple-choice questions:

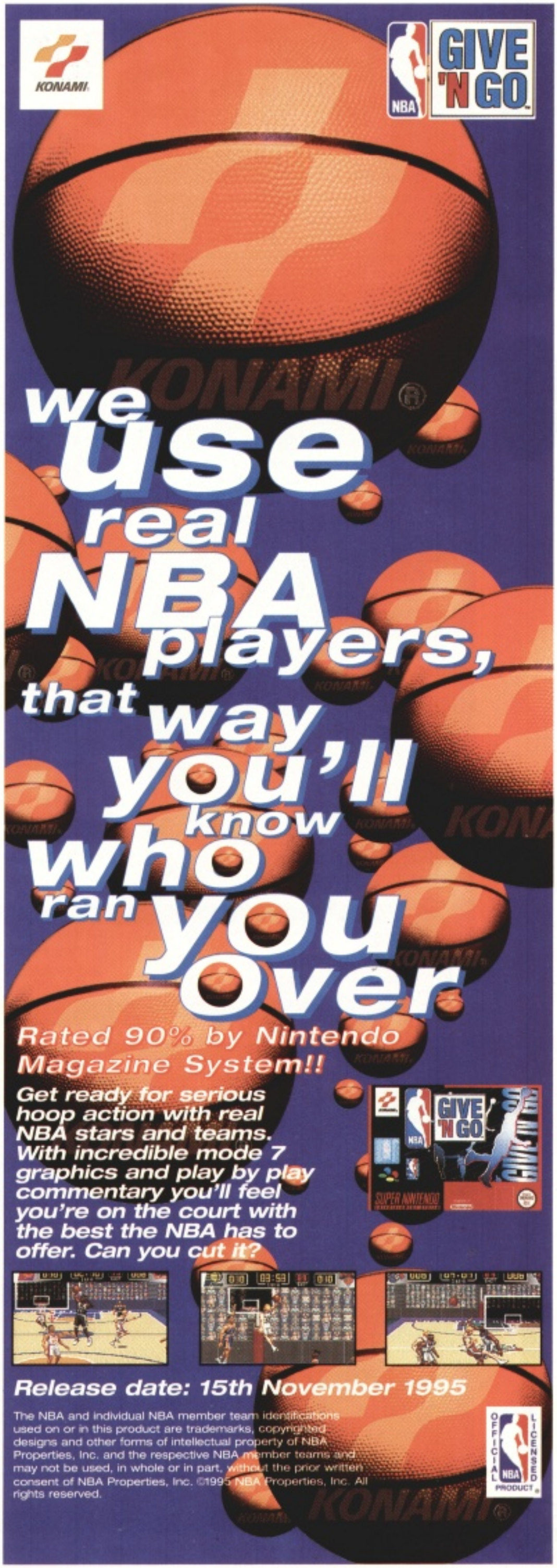
1 Which console pioneered the concept of joypads as controllers?
A The Atari VCS
B The Mattel Intellivision
C The Ultra 64

2 In what form of transport would you commonly find a joystick?
A A Sinclair C5
B An ocean liner
C A helicopter

3 What is special about the NU64's joypad?
A It has an analogue thumb-stick thingy as well as a D-pad
B It immediately enhances your appeal to the opposite sex
C It talks to the NU64 via infra red signals

Send your answers on a postcard or the back of a sealed-down envelope to 'Jovial Joypad Japes Compo' at the usual address. Entries arriving after 1st February 1996 will be used as cage furniture for *Super Play*'s pet hamster, Norris.

And here it is: the Energiser. What a beaut.


KONAMI
NBA
GIVE 'N GO
we use real NBA players, that way you'll know who ran you over
Rated 90% by Nintendo Magazine System!!
Get ready for serious hoop action with real NBA stars and teams. With incredible mode 7 graphics and play by play commentary you'll feel you're on the court with the best the NBA has to offer. Can you cut it?
Release date: 15th November 1995
The NBA and individual NBA member team identifications used on or in this product are trademarks, copyrighted designs and other forms of intellectual property of NBA Properties, Inc. and the respective NBA member teams and may not be used, in whole or in part, without the prior written consent of NBA Properties, Inc. ©1995 NBA Properties, Inc. All rights reserved.
OFFICIAL NBA LICENSED PRODUCT

UK SPEED FIX

As a *Super Play* reader, you're aware of the painful difference between UK and imported machines. The fact that the model you can buy officially in this country provides a squashed display with ugly black borders and runs some 17% slower than foreign machines has been a big grumble since the SNES was first born. To put it boldly, using this set up you simply cannot play SNES games in the way they were originally intended.

A solution, however, may be just around the corner. This month *Super Play* has been in contact with an independent hardware guru who has developed a device which allows a standard UK SNES to run with a full screen display at full speed. And it's not a 50/60Hz SNES conversion, either: this device works in conjunction with your television set itself. The beauty of this, of course, is that you can get 'optimum' performance out of other UK consoles – the Mega Drive, PlayStation, etc. – by using them on the same TV set, without having to worry about having the machines themselves tinkered with. And with the Ultra 64 looking likely to suffer a similar fate to the SNES, it's an investment set to reap benefits in the future.

The device cannot go into production without interest, however, and that's where you come in. If this sounds like something you'd be interested in (and, to be honest, we never play games in the office at anything other than full-speed), write and tell us, preferably on a postcard.

Mark your postcards and sealed-down envelopes 'I WANT FULL SPEED GAMING' and send them to the usual address. Remember, the more readers we hear from, the more likely the device is to become available in the near future.

We'll keep you updated on how the project is coming along in due course.

Top row pics: *Doom* and *KI* running full-speed. Bottom row: How UK gamers traditionally play the same games, at a speed of some 17% less. Well? Interested? Get those postcards in, then.

A few facts:

- The device would need to be fitted to your TV – it's a 30-second job.
- It should cost no more than £30 (less than an Action Replay), and probably closer to £20 if and when it goes into final production.

FANHUNTER

You'll find no finer fanzines

Only one 'zine falls under our critical glare this month, but as it touches very firmly upon a topic recently covered within these pages we couldn't resist giving it a mention...

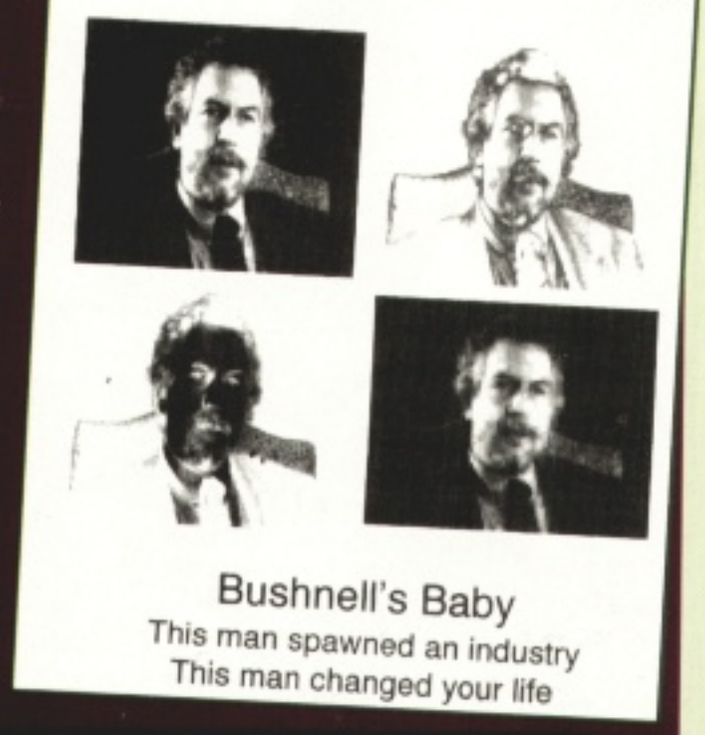
The editor of *Retrogamer* sets out his stall very early in his first issue, saying that it "will be dedicated to classic videogames". By this he's talking about old home computer games, console titles and coin-ops – as long as it's a 'classic', apparently, it's fit for *Retrogamer*.

So what does the first issue offer in exchange for your shiny one pound? There's a interesting feature on Atari founder Nolan Bushnell which charts his career from his first video game imaginings in 1969 to the present day; a player's guide to *Pac-Man* (the coin-op); an exposé on laserdisc arcade games; and numerous other snippety sections throughout, most of which fired off at a humorous angle. (Check out the list of lame videogaming scapegoats and you'll immediately recognise some from your own repertoire. I certainly did.)

The editor obviously has bags of enthusiasm for old games, and, while the first issue clocks in at only 14 pages, it cracks along pacily, something that's assisted by some genuine (and rare) old pics which are sure to bring a tear to the eye of some of the more aged videogamers kicking around.

If the 'zine's open invitation for readers to contribute copy and ideas is taken up, *Retrogamer* has the potential to develop into a worthwhile read for avid gameheads, especially since the retro gaming scene is largely ignored by the professional press. Who knows, I may even get around to sending *Retrogamer* my own entry to its 'My First Time' column...

Retrogamer's cover feature is dedicated to General Custer lookalike Nolan Bushnell. Let's have something on Shigs...



Bushnell's Baby
This man spawned an industry
This man changed your life

ESSENTIAL READING

Retrogamer – £1 per issue (or £5 for a subscription of six) made payable to Keith Ainsworth at 52 Kingfield Road, Orrell Park, Liverpool, L9 3AW

THE TROUBLE WITH MANA 2

Alas, poor Flammie, for we may never see thee.

Following last month's glorius fanfare over Square Soft's long-awaited sequel to *Secret Of Mana* and the shock news that a definite decision has been made not to release it in the West, *Super Play* has lit its ornately carved ivory pipe and donned its official Basil Rathbone deerstalker in a bid to get to the truth behind this foul perpetration upon all fair and good English-speaking RPGers throughout the world. Onward, Watson.

Initially, our investigations led us to believe that it was Square Soft USA who had canned the game's translation. Problems such as programming bugs (which would involve a delay of six months to a year to fix) were cited as the reasons by 'those in the know' as to why it was simply too much bother giving the game a release outside of Japan. Tempers flared as Western Square fans saw red and demanded the head of Square Soft USA on a plate, but after getting in direct communication with their head man in the US – Ted Woolsey – a different story has emerged. Unfortunately it has nothing to do with a sinister conspiracy against Americans or even the lost will of an eccentric old aunt, but merely the economics of a large multi-national video games company.

The decision to release a Japanese-developed Square game in the West rests firmly with Japan. Ted and his colleagues can make suggestions as to which titles they think will sell well to Western audiences but the final say is down to Square Co. Ltd.

Although the translation into English is produced in the States, the actual coding of the text into the game is done back in Japan, something which obviously ties up staff who could be hard at work on any number of projects Square has planned or in progress during 1996 (there are already three major titles on the SNES scheduled for January and Feburary: *Front Mission: Gun Hazard*, *Super Mario RPG* and the just-announced *Bahamut Lagoon*, of which more next month), and remember Square are now heavily gearing up for the Nintendo64 so their workforce is therefore at a premium. Apparently programming bugs do exist in the game (but no one's saying exactly where) and at the moment Square Japan are simply not prepared to commit staff to a good six month's work correcting it. You may ask why they can't just hand over the job over to someone else, but remember that for most companies the actual code of a game is a closely guarded secret, with techniques and routines that are to be protected. To simply pass over that much work (even to an American arm) is simply out of the question in most cases.

If you still feel that strongly about not being able to play an English version of *Secret Of Mana 2* then it may still be worth sending a polite note to Square (see last issue for the address) to show your enthusiasm. After all, if enough people do just that Square Co.Ltd might come to realise that it could still be a commercially viable SNES product this time next year. We'll keep you posted.

NEW TO THE UK

Making a very welcome return is New To The UK, which this month reminds us what we thought of a Capcom game which comes to these shores via Marubeni. Thanks, New To The UK.

The Great Circus Mystery Starring Mickey Mouse

Capcom/Marubeni ● £34.99 ● 12Mbits

Way back in issue 27, we got a little worked up over *TGCMSMAM* because it was so very similar to *Mickey's Magical Quest*, also from the mighty Capcom stable. *Circus* saw Mickey attack another world of platforms and treacherous courses, this time taking his lass, Minnie, into the fray with him.

With six levels, a range of power-ups and varying monsters, its elements all bear a striking resemblance to *MMQ*, while never quite managing to surpass it. Collecting a set – getting a full *Final Fantasy* series, or whatever – is generally worthwhile but the theory falls down with the *Mickey* games; they're just too darned similar. If you don't have *MMQ*, you'll find *TGCMSMAM* to be a fantastic looker and great fun to play. Ultimately, though, it's too short and too unoriginal to make it a stormer.

Full review in issue 14.

Overall score: 73%

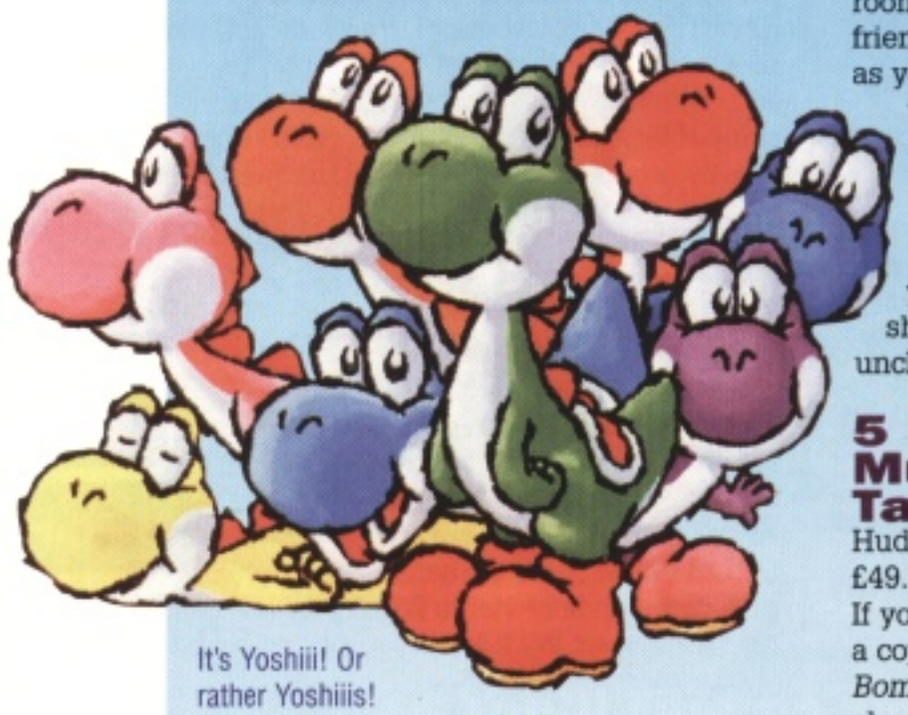
Mickey remembers just how scary circuses can be.

Recognise the blocks from *MMQ*? We told you so.

DEAR FATHER CHRISTMAS...

THE BEST OF 1995!

Two Christmases ago we compiled a list of the ten things we definitely wanted the fat bloke in red to drop off at *Super Play* Towers. Were we lucky enough to get them? No, because Santa Claus doesn't exist. Or he doesn't read *Super Play*. Let's try again, just to be sure.



It's Yoshiii! Or rather Yoshiiis!

1 Yoshi's Island

Nintendo ▪ See importer

Not surprisingly, *Super Mario All Stars* headed the list two years ago, and all that's really changed is the title. For this Christmas and every other one after it, we'd like whichever top Shigs game is currently doing the rounds, thank you. *Yoshi's Island* is quite possibly his best to date, taking that distinctive, bouncy platform style to new heights. It also stars the even-cooler-than-Mario Yoshi.

2 ISS Deluxe

Konami ▪ £49.99

We thought *International Superstar Soccer* was good. Honestly, we thought it was one of the best footy games available. Then Konami released *ISS Deluxe*, and it was exactly that. Picking up where the prequel left off, it generates a combination of fluent but technical play and tactical depth that looks, quite simply, unbeatable. Hey, and any of those traditional yuletide disputes can be settled with a game or two of this.

3 A Super Play subscription

Future Publishing ▪ See page 77

How could you consider surviving 1996 without 12 issues of *Super Play* to chronicle everything that's happening with the SNES, Nintendo, and 'those crazy Japanese'? Turn to page 77 now to subscribe to Britain's most up-to-date, down-to-earth gaming read. You'd better do it quickly, too, before we suffer the effects of April's budget. (Bloody government, etc).

4 Doom

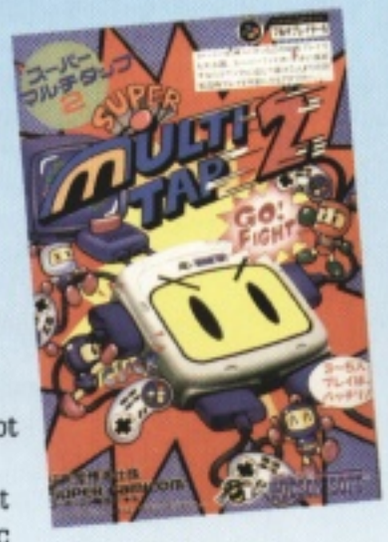
Ocean/Sculptured Software ▪ £64.99

When Christmas morning comes, empty your stocking then kick granny out of the room. The goodwill, peace to all men and friendly Christmas cheer can run for cover, as you get your shotgun out and take on the foulest demons and nightmarish creatures Hell has to offer in the best first-person death romp around. The complete *Doom* guide runs out this month, so if you've been collecting your issues like a good little bunny, you should be shoving that chainsaw through uncle Albert 'til Boxing day.

5 Super Multi Tap 2

Hudsonsoft ▪ £49.99

If you haven't got a copy of *Bomberman* already, you really should consider getting a life. Whether you've got a multitap or not, it's one of the most addictive, strategic and pacy multi-player games to date. Oh – Santa – if you can, make it *Bomberman 3*, as the excellent one-player game might be good for those post-turkey casserole blues on Boxing day.



Go! Fight! Indeed.

It may be a silly title, but it's topper stuff.

6 Kishin Heidan vids

Pioneer ▪ Shop around

You may have noticed that we're partial to the odd bit of anime at *Super Play*. There are a thousand tacky films drowning in bad characters, tacky plots, dodgy scenes and swear words, and there's *Kishin Heidan*. It's got enormous, destructive machinery, an intelligent plot and almost seamless dubbing on the part of Pioneer. It also has a little kid who joins the core as a grease monkey, and has his own mega battle-suit within three episodes. Bizarre.

7 Chrono Trigger

Square Soft ▪ Ask importer

On second thoughts, it might not be a good idea to include Square's latest RPG on our Christmas list. It's not that it's bad, because it isn't. The problem is that the Queen's speech, the re-run of *The Great Escape* and the inevitable glut of *Carry Ons* will be sadly missed, as the game will be running continually. Hold on, that might not such be a bad thing, actually...

Chrono Trigger: one of the best RPGs money can buy. But only on US import.

8 Action Replay 3

Datel ▪ 39.99

What with all the games toppling down the chimney, you haven't considered just how hard it is to complete them all. If you're struggling with that final level, or you can't quite get around the course before the time runs out, or even if you can't get those blasted NTSC carts to run on your machine, this is the little box of tricks for you.

9 Earthbound

NOA ▪ £62.95 (approx)

We love RPGs so much, we thought we'd go for two in the same festivity. Nintendo's recent title still features a kid who's charged with saving the planet and, like just about every other RPG game, he gathers friends to help him on his quest, though we don't remember *Final Fantasy* featuring a blues band, a nightclub owner, or rampant taxis, for that matter. Also, like every other Nintendo game, it's absolutely excellent. Yay.

10 A Nintendo64

Nintendo ▪ £TBA

Ah. This much is true – we really would like an Ultra 64 for Christmas, but unfortunately it looks unlikely to happen. We've been assured that it'll be here some time in 1996 for definite, but that's absolutely ages away, and we're not sure we can wait. It'd be a shame to end a page on a down point, but that's just the way it is in the downright ker-razy and topsy-turvy world of videogaming.

you can't buy this.

About to buy a new games machine?
Is it worth waiting?
Yes.

32 bit CD machines are fine, but they don't cut it where it really counts.

They just don't have the power.

This does. 64 bit power. Nintendo Ultra 64.

The speed of silicon cartridge.
Not CD s - l - o - w.

You can't buy it yet.

After all, nothing this good comes easy.

But do you really want something less powerful?

WAIT FOR IT...

Nintendo®

NINTENDO ULTRA 64™

TM and ® are trademarks of Nintendo Co., Ltd. © 1995 Nintendo Co., Ltd.

NINTENDO VERSUS THE WORLD!

Everyone's expecting big things from the Ultra 64 – Nintendo themselves, developers and consumers alike. It's the most anticipated hardware launch in history, and it's set to change the face of videogaming forever.

But are Nintendo going to be find it all plain sailing? Is there a danger that we're rather conveniently forgetting about the other machines which threaten to make its life tough, at the very least? Cue an in-depth Super Play investigation.

We're profiling the four big formats – PlayStation, Saturn, 3DO and PC – that the Ultra 64 will go head to head against in what promises to be the most fiercely fought videogame battle in history. And we've been talking to experts from right across the gaming spectrum to find out how they see things turning out.

Hold on to your potatoes, this could get messy...

Sony PlayStation

Launched in Japan in December '94 and in the UK in September this year, the PlayStation has become *the* must-have piece of gaming kit to those who take their gaming seriously. Sony claim to have sold 50,000 machines in Europe to date, but sales have slackened recently.

Power

Sony's machine has had a clear advantage over Sega's rival unit thanks to a stack of favourable press coverage and a wider choice of software. There has not yet been the same polygon title on both formats, making direct power comparisons difficult. It's important to note that it's easier to get to grips with development-wise, meaning that its potential is likely to be realised more quickly than the Saturn's. Some of its capabilities approach those of the Ultra 64, but in the words of a developer who knows both systems intimately, "the PlayStation looks like an 8-bit system by comparison".

Tekken: not bad, admittedly.

Killer games

Ridge Racer (a neat, if slightly short coin-op conversion), *Wipe Out* (overly flashy futuristic racer which takes about five years of play to master), *Tekken* (Namco's first System 11 game, which is actually better than the coin-op), and *Doom (Doom)*.

Future

Bright, but not as bright as Sony will have initially forecast. Some developers, especially those in the West, are already settling into the sort of lull which brought about the collapse of the SNES and Mega Drive market, and there are already a number of unimaginative titles available for the machine, with loads more set to follow.

Chances against the Ultra 64

Probably the best of all the formats here, but Sony must still be shaking in their corporate boots. The Ultra 64's unique colour-handling, shading and texture-mapping abilities ensure that its games look much more realistic and sophisticated, while Sony's in-house programming resources are pitiful compared to Nintendo's. There's no doubt that the Ultra 64's arrival will bring Sony's holiday period to an abrupt end.

SAY WHAT?

Steve Jarratt, Editor,
The Official PlayStation Magazine

Mr Jarratt's been putting together top gaming mags for longer than some of our readers have been in long trousers, so it almost goes without saying that's he's picked up a thing or three during his toils.

Having edited our sister mag Total!, he knows the Nintendo market better than most. How does he see the Ultra 64 performing against the machine which may well become its main competitor?

"The PlayStation has already shifted two million units in Japan, 300,000 in the US and is on target to shift 175,000 in the UK by March of 1996. By the time the NU64 is widely available, Sony will have an installed user base of well over three million, probably nearer four. The PlayStation is here to stay.

Also, by then, programmers will be on their second or third generation PS titles. If the machine is as powerful as Sony suggest, I don't think we've seen the best from the machine by a long run. However, my gut reaction is that the NU64 will still be massively popular – especially in Japan and the US. I think Europeans are less loyal, though, and don't have the same Nintendo history. And I still have my doubts about the NU64's storage medium. If they get the price of the carts (and/or bulky storage?) wrong, they will suffer, and Sony have the wherewithall to drop their CD prices much more easily than with cartridge. It's difficult to predict the outcome when I've seen NOTHING on the NU64, but a few things are certain:

1) Sony is bigger than Nintendo by a very large factor (second biggest electronics company in the world, after Matsushita). They have deep pockets indeed and having fought to establish a foothold in this market they won't give up without a bloody and protracted fight.

2) Nintendo are out a very late second. I personally think they might have lost the battle for the UK and Europe already.

3) Sega are out of the picture."

Sega Saturn

Going head to head with the PlayStation when it hit Japanese stores in late '94, the Saturn has been running behind Sony's machine ever since. Lack of large-scale third-party support is one factor that's accounted for it failing to make the impact Sega were hoping for.

Power

The Saturn's technical prowess has been the subject of much debate. In theory, it could blow the pants off the PlayStation where 2D graphics are concerned (thanks to its 2D-specific chippery), but in 3D terms it's a close run thing. And a rough look to some of its polygon-based games coupled with its limited shading capabilities makes Sega's machine a very poor second to the NU64.

Killer games

Virtua Fighter (slick if glitchy conversion of the coin-op which changed beat-'em-ups forever by introducing a third dimension), *Virtua Fighter 2* (stunning translation of the sequel which shows off the Saturn's hardware more effectively than any other game), and *Sega Rally* (good-looking and nippy version of AM3's topper coin-op).

Future

Pretty grim. Sega have reacted quickly to the successful UK launch of the PlayStation by dropping their unit's price from £399 to £349, with some retailers scraping that price point down even further in an effort to place it on a par with Sony's machine. Even though Sega themselves are beginning to turn out some sterling efforts, third party support remains strained, and clawing ground back now is going to be tougher than leather.

Chances against the Ultra 64

Hardly any. The Mega Drive's early victory against the SNES was largely down to three factors – it came out first, it was cheaper, and it had more software support in its formative years. Even though the Saturn will have long since been the first to market by the time Nintendo's machine arrives, the big N's price advantage and launch title quality will send Sega running for cover, possibly to return with the Saturn Mk II in late '96/early '97, though they'll probably continue to concentrate on coin-op work.

3DO

Launched originally as a 'multimedia machine' (always a mistake if you're planning to snatch market share aware from game-oriented companies like Nintendo and Sega) back in 1993, the poor old 3DO format has floundered miserably. Why? Software, mainly – two years since launch, The 3DO Company are touting games like *John Madden Football* and *Road Rash* – two of the oldest games on the system – as the best it has to offer. Doh. (Or rather "3Doh", perhaps.)

Power

The 3DO's first game, *Crash 'n' Burn*, was a turning point in gaming – it offered the opportunity for fast, full 3D texture-mapped playing environments. Since the arrival of the PlayStation and Saturn, however, its 2D has been shown up as rather sickly and its 3D capabilites dated. 12 months is a long time in videogames.

Killer games

Road Rash (highly enjoyable extension of EA's hit Mega Drive game), *Super Street Fighter II Turbo* (technically accomplished conversion), *Return Fire* (corking update of the Amiga game *Firepower)*

Future

3DO owners have relatively few things to be happy about, but that's set to change with the arrival of the M2 add-on in 1996. Hardware designers responsible for the accelerator claim that its PowerPC-based chipset offers enough muscle to push it way beyond the Ultra 64, though the two games we've seen – a sad-looking update of *Clayfighter* and an unimaginative 3D beat-'em-up – are hardly the stuff to get gamers chomping at the bit.

Chances against the Ultra 64

Slight at best. As proficient as the best Western 3DO coders are, they haven't been able to deliver the type, quality or quantity of Japanese software which Sega and Nintendo have relied on for success in the last decade (the efforts from the small band of Japanese companies who *have* actually got behind the system varying from atrocious to simply adequate). Without the quality software to back up its raw power, even the M2 has no chance in the face of a software-laden Nintendo.

IT'S OVER TO YOU

Nick Merritt, Editor, Sega Power

Nick's been a Sega stalwart since his days editing mags such as Sega Pro *at Paragon Publishing. He now cracks the whip across the back of his* Sega Power *crew just across the office from* Super Play *(where they conduct regular assaults on our delicate ears with their dodgy CD collection). How does he see the Saturn's performance in the face of competition from Nintendo?*

"Sega have made several strategic mistakes. They've produced rushed hardware, which is now being redesigned in an attempt to cut costs. Secondly, they have allowed others to gain the initiative, from the beefing up of the Saturn's design in response to Sony, to its early launch. Thirdly, from my position, the specialist press and advertising support has not been good. Sega have not been visible enough. The Saturn already seems like yesterday's news, especially now the Ultra 64 is on its way. And Sega now have Nintendo to deal with too. Nintendo have the games and the reputation. The Saturn is caught in the middle with Sony's marketing on one side and excitement about the Ultra 64 on the other. This may change, with excellent titles finally appearing. But any news to come is likely to get swamped by Nintendo. It's a pity because the Saturn is a good machine, mishandled by a company that should be doing better."

THE BIG PICTURE

Jason Brookes, Editor, Edge

An early graduate of the Super Play *School Of Videogaming, this chap now spends most of his time trotting around the globe, attending lavish software launches and meeting up with the likes of Miyamoto at private parties on expensive yachts (the swine).*

His vantage point at the helm of glossy gaming mag Edge *places him as something of a mover and shaker. So, Mr. Brookes, how do you see things shaping up?*

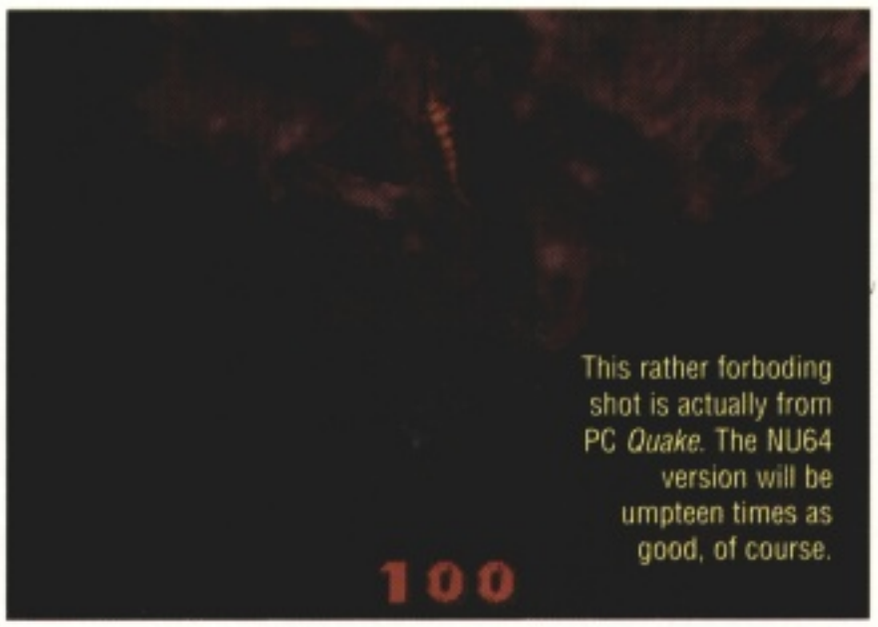
"Sony have got off to a good start and seem to be doing a good job of seducing the mass market into embracing videogames again. They have a powerful, affordable machine and some good launch software. *Wipeout*, for example, is striking – perhaps not quite up to Nintendo's standards but a brilliant exercise in design. I'm sure that Sony will be successful with the PlayStation. How successful, depends upon their developers and Sony's own development efforts which, so far, haven't amounted to much.

Sega and 3DO are both bringing along undesirable baggage. 3DO has a history of poor games development and unspectacular performance, while Sega have only recently demonstrated that its Saturn can hack it with the likes of *VF2* and *Sega Rally*. Neither company will be able to compete with either Sony or Nintendo in the games market.

The Ultra 64 will be a major leap over the competition (perhaps with the exception of 3DO's M2). It seems it's the quality of the NU64's graphics that will set it a whole league apart from what's possible on the PlayStation and Saturn. Expect a high quality, sharp, detailed look to the games. With Miyamoto on the design side, there can be little question about their design sensibilities, either. Cartridge pricing, viability, and the number of games in development still remain the moot points. I still want an Ultra 64 even more than I wanted a Super Famicom five years ago. It's about to get a whole lot more interesting…"

PC

When the Amiga began to flounder it was left to the PC to pick up the baton for gamers with a preference for keyboard interfaces over joypads. If you want to play PC games at their very best you'll have to be spend around £2,000 on a set-up, although many users get by with systems costing only as little as half that.



This rather forboding shot is actually from PC *Quake*. The NU64 version will be umpteen times as good, of course.

Power

Varies depending on how deep your pockets are. At present, even a Pentium 133MHz cannot deliver games of a quality on par with the PlayStation, something that's painfully apparent with the recent PC conversions of *WipeOut* and *Destruction Derby*. The machine's most commonly used display mode, VGA (horribly chunky in comparison to even a SNES), is the chief reason why many people won't even go near a PC, let alone think about investing in such an expensive piece of hardware.

Killer games

Sam And Max Hit The Road (unique point-and-click graphic adventure with some genuine belly larfs into the bargain), *Civilisation* (hugely involving and drawn-out strategy/God sim), *Hexen* (extension of *Doom* based in a clichéd fantasy setting).

Future

Because of its open architecture, the PC is naturally the machine with the most life left in it. Endowed with all manner of orifices into which you can stick various devices and upgrades, it's both the tech-head's dream and the plug-in-and-play fan's nightmare. It can only get more powerful as time goes on, but its sheer frustration-inducing make-up will prevent it moving into the gaming mainstream, as only the clinically insane will ever want to get involved with things like CONFIG.SYS files.

Chances against the Ultra 64

It's said that it'll take PC technology at least another five years to catch up with that of the Ultra 64, so the format's hardly in a good position to compete with the NU64 directly. Where it excels, however, is in multi-user environments – an area that Nintendo is known to be looking looking at very closely, if not committing to heavily at this point.

Hexen: So detailed you even see your character's array of goth jewellery.

ARE PC GAMERS A PC STANCE?

Jonathan Davies, Editor, PC Gamer

Long-serving Super Play readers will remember Jonathan when he was but a cog (albeit a pleasantly-shaped one) in the well-oiled machine that is this very mag. He's since edited Amiga Power *and his imposing frame can now be seen casting a shadow across the office of* PC Gamer.

He's always good for a bit of an opinion is our Jonathan, so let's find out how he sees the PC standing in the grand scheme of things.

"The PC is a dreadful old dinosaur that was designed in about 1981 and became obsolete a couple of years later. It's a mess inside – a chaotic assembly of circuit boards, chips, disk drives and bits of wire – and an absolute nightmare to use – *DOS* is a primitive relic from 1970s laboratories, with the much-vaunted *Windows 95* simply making matters worse. And yet, bizarrely, fifteen years later PCs still sell by the million, at anything up to £2,500 a time. And because they sell by the million, they're the only computers that software gets written for, which, strangely, is why they sell by the million.

But! If you can afford the initial outlay ("It's for doing work on" is the normal justification), and manage to get it working, the PC is a fantastic games machine. Anyone can write games for it – you don't need expensive development kit, or have to pay crippling licensing fees to Nintendo – and the finest programmers in the world constantly try to outdo each other using it. Flight sims like *EF2000* are just like flying real planes, especially if you buy a special 15-button analogue joystick with independent throttle and 'Coolie hat' view control; you haven't lived unless you've played *Doom* against three other players across a network, or *Civilization* against someone in America over the Internet; *Command & Conquer* is perhaps the most difficult game ever written; and next year's games – like *Urban Decay*, *Dungeon Keeper* and *Quake* – look at least five times as good, or twenty times over a multi-player network. What's more, you shouldn't have to pay more than about £35 for a PC game – you can pick up year-old ones for a tenner, in fact – and you can play cut-down shareware versions of games like *Hexen* and *Duke Nukem 3D* for free.

The Ultra 64 will probably be great for a while, just like the SNES was three years ago. But, like a hideous vampire, the PC will live forever, constantly evolving through bolt-on upgrades and slot-in processors, and crushing the consoles beneath its cold, beige, metal fist."

TO CONCLUDE...

So where does all this leave us? We've looked at the machines and we've talked to the people who matter. One common point that's shone through is that Sega are no longer the force they once were. It's been suggested that Sega just got lucky with the Mega Drive – its precursor, the Master System, was a flop in the States and Japan, and they've underachieved in spectacular style since with the Mega CD and 32X. Now we can safely rule them out of the equation, what about Sony? To give them their due they've amassed enormous media support and have got a machine into homes which delivers the performance of a modern coin-op. But it's still far, far from what the Ultra 64 can deliver. Many of those who've rushed out to buy PlayStations have done so because they're not really aware of what's around the corner – because Nintendo haven't allowed them to become aware, by keeping everything behind closed doors. 'Demonstrations' of the Ultra 64's power – in the guise of coin-ops *Killer Instinct* and *Cruis'n USA*, show little that can't be run on the Saturn or PlayStation, but they're not representative of the unit's final specs.

And how can The 3DO Company even hope to dig up software of the quality that Nintendo pushes out every year without fail? They can't, and, in accordance with the tired-but-true "software sells machines" adage, it's why their sales will fall way behind the enormous success of Nintendo.

It's risky to put so much faith in a format which has just been delayed another six months because of various 'problems', but all the ingredients are there – SGI technology, a revolutionary form of control, Shigeru Miyamoto – and they sit under the umbrella of a company that knows games better than any other in the world.

So it's hard to imagine Nintendo's machine being anything other than the success they are desperately hoping for.

Only a miserable range of launch software could ruin things now. We'll be here to judge its worth in detail next month...

orboding
ally from
he NU64
n will be
times as
f course.

and
ream and
. It can
on, but its
will prevent
m, as only
get
S files.

64
at least
hat of the
good
irectly.
user
o is known
if not

h jewellery.

d
un on
ot

ven
hat
t fail?

behind

format
x
but

trol,
the
nes

r.
oft-
ere to

ACTION REPLAY MK3

THE ULTIMATE GAME BUSTING CARTRIDGE IS NOW EVEN BETTER

Just imagine, infinite lives, unlimited energy, special effects, extra fuel/ammo-play on any level. Become invincible with the *Action Replay MK3* Cartridge.

NEW

NEW MEGA CHEAT SYSTEM

Now you can input up to 100 different cheats on any game at one time. This new feature allows you to customise your games with as many cheats as you like - all at once. Imagine - infinite lives, unlimited energy, special moves, super high jumps, double speed, unlimited weapons, infinite re-tries, custom colours, special magic etc. etc. - all at once? Well now you can with the new Mega Cheat System.

EVEN MORE BUILT-IN CHEATS

Action Replay now has an even bigger list of cheats already built-in. No need to even type in the codes! Thousands of built-in codes for all the latest games.

NEW MENU INPUT SCREEN

Action Replay is now even easier to use. A new menu type input screen means that you simply "point" to the function that you require. No more typing.. simply use your joypad.

NEW BACKGROUND TRAINER

Action Replay has always allowed you to input not only the thousands of cheats found in the cheatbook supplied or from the huge number of cheats published in magazines each month or from the thousands of built-in codes - but the feature that has always put Action Replay ahead of any other cheat system is its unique game trainer (cheatfinder) feature. Now the game trainerworks while the game is still playing. No need to stop and start the game while you are finding cheats. Now you can find as you play!!

NEW SLO MO FEATURE

With this unique feature you have total control of the speed of the whole game. You choose from about 10% to full speed very effective with most games!

UNIVERSAL ADAPTOR FEATURE

This unique adaptor feature which allows you to play even import titles has also been improved. Now you can even play so called "NTSC only" games from the US and Japan.

UNIVERSAL CHEAT SYSTEM

Only with Action Replay can you use the same cheat on UK, US, and Japanese versions of most games. So if you see a cheat in the Manual or a Magazine you can use it with even an imported version of that game. No other cheat system can do this!

STILL ONLY £39.99

DIRECT MAIL ORDER CUSTOMERS ONLY.

NO NEED TO WAIT

So remember because Action Replay has both a Universal Adaptor and a Universal Cheat System you can buy the latest releases even as import and crack them wide open -NOW!!

ACTION REPLAY HELPLINE

INFORMATION AND NEW CODES

01782 745990

line open 9.00am-5.30pm Mon-Fri.
9.30am-1.30pm Sat.

SPECIAL FX SYSTEM

PROGRAMMABLE UNIVERSAL ADAPTER

TOTAL CARTRIDGE COMPATIBILITY IS HERE.

You can play the latest import titles now with the new programmable Universal Adaptor.
Any import game - any Super NES™ - almost any combination allowed.
If you wish to play U.S. and Japanese cartridges on your U.K. Super NES™ or play U.K. games on your import Super NES™ then this is the total solution.
Fully intelligent design automatically matches your console to any cartridge type.
Unique programmable design allows you to enter special "Access Codes" for future import games as they are released - probably the only adaptor you'll ever need.
Works with even so called "PAL only" and "NTSC only" games.

£24.99

Pro UNIVERSAL ADAPTER

YOU CAN NOW PLAY US & JAPANESE GAMES ON YOUR SUPER NES™

- The Universal Adaptor feature of Action Replay 3 is available separately!
With the NEW Universal Adaptor you can now choose from the huge range of US & Japanese software and play it on your UK SUPER NES Console...even so called "NTSC only" games from the US!!!

£14.99

Pro ACTION REPLAY

Designed and Manufactured by DATEL ELECTRONICS

FOR THE GAMEBOY

SPECIAL FX SYSTEM

NOW PLAY YOUR FAVOURITE GAMES TO DESTRUCTION!

- Just imagine, infinite lives, unlimited energy, unlimited power or extra fuel /ammo. Become invincible with the Action Replay Cartridge for your GAME BOY.
- Very simple to use - just enter the parameter code for the game that you are playing and thats it. Now you can play games to levels you didn't even know existed.
- *PRO ACTION REPLAY* has built in INFINITE CODE GENERATOR which allows players to actually find their own cheats.....MORE ENERGY, LIVES, LEVELS etc etc. It couldn't be simpler!

NEW LOW PRICE

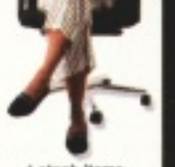
£19.99

DEALER ORDERS WELCOME

CALL 01782 744707 and we will ship your order same day*

EXPORT ORDERS WELCOME

- Please add £2.00 per order.*
- For next day delivery add £5.00
- For export orders we will quote shipping at cost via UPS.



01782 744707
24hr Mail Order Hotline

FAX 01782 744292

* stock items
* except where exclusive

DATEL
ELECTRONICS LIMITED
GOVAN ROAD, FENTON, STOKE ON TRENT, ST42RS

FREE CATALOGUE

FREE FULL COLOUR CATALOGUE WITH EVERY ORDER.

Send large SAE with stamp if required.

SUPER NES & GAMEBOY ARE TRADEMARKS OF NINTENDO INC

超時空要塞 マクロス 愛・おぼえていますか 完全版

感動の劇場版マクロスが、待望のドルビーサラウンド化&
幻のエンディング復活の「完全版」としてついに登場!

Macross looks like a fairly busy film.

ANIME CONTACT
Anime FX (formerly *Anime UK*) *magazine* (£2.70) and *Manga Mania* (£2.50) are both available from all good newsagents and SF/comic shops.

Battletech: Full Circle

ANIME WORLD

Pronounced 'ahh-nee-may'

By Peter J. Evans

ISSUE 39
JANUARY 1996

Battletech's certainly had a lot of coverage in the past couple of months, what with a gaming championship in London, the Virtual World system popping up in countries all over the world, and even a cartoon series on satellite TV. From its humble beginnings as one little game, *Battletech* has turned into a big universe with a strangely circular history.

It all started out as *Battledroids*, a tabletop game first produced by the FASA company in the mid-eighties. It was a combat simulation in which two players control large, heavy robotic war machines, attempting to reduce each other to scrap metal before overheating. To be a little more accurate, each player moves a little plastic or cardboard robot around on a hex-grid map and rolls dice to determine how much damage they're doing to their opponent's robot and when.

Rise, battle-egg, rise!

A game of *Battledroid* can be a lot of fun, though you need to be ready to think tactically and handle some paperwork. This isn't as boring as it at first sounds – the thrill of slowly outwitting and outdicing your opponent, move after move, until you can finally deliver that well-placed laser shot right up their tailpipe is something any experienced wargamer can tell you about.

A fair few people discovered this thrill, which is why *Battletech* has survived for so long. It went through a name change just after it was released (apparently, George *Star Wars* Lucas decided that 'droid' meant R2D2 and C3PO, and put his foot down) and has since gone through at least three revisions. FASA brought out a bunch of related games, taking the battle into orbit, through cities (there goes the neighbourhood), and down to a one-on-one level of combat. There have also been guide books, novels, a role-playing system, computer games, the (sort of) virtual reality experience, and the animated series on TV.

This is where the circle comes in. When FASA invented the original game, they came up with an innovative rule system, a well-defined fictional background, and a nice box *(vital, of course – Ed)*. Obviously distracted by the packaging, they forgot to design any new mechs – the first

感動の劇場版マクロスが、待望のドルビーサラウンド化&
幻のエンディング復活の「完全版」としてついに登場!

generation battlemechs were swiped from Japanese animation shows.

Well, perhaps it isn't a very good circle, but at least it goes back to where it started. The cyclical nature of the different incarnations of the games give them a certain continuity and theme.

The games may all draw influence from each other, but where did all these mechs come from in the first place? The most obvious answer is *Super Dimension Century Macross*, probably the most famous anime show ever. Produced by Tatsunoko and first seen on Japanese screens in 1982, *Macross* is better known to many anime fans as the first segment of Carl Macek's *Robotech*. It's little wonder that FASA looked to *Macross* for many of its early mechs – the original designs that Studio Nue came up with for their show are some of the most enduring examples of the art ever produced.

The famous Valkyrie transformable fighter was resurrected in the *Battletech* universe as at least four separate mechs – minus an arm but equipped with a chest full of missiles as the VLK-QA Valkyrie light mech, for example, and again as the WSP-1A Wasp, the STG 3R Stinger, and the PXH-1 Phoenix Hawk. The Valkyrie's GERWALK mode (the mid-stage between robot and fighter plane) was re-named WSP-105 Wasp land-air mech. All of these versions saw the mech robbed of its ability to change modes, of course – battlemechs can't transform. Fact fans should note that GERWALK stands for Ground Effective Reinforcement With Articulated Locomotive Knee-joint. As if you didn't know.

A full review of everything FASA got from *Macross* would turn this article into a great list of acronyms – suffice it to say that they lifted everything they could carry. A further note of confusion enters with the introduction of *Robotech*, since not only were all the mecha re-named for that series (sometimes with each other's names), but at the same time Revell brought out a range of *Robotech* kits that featured mecha from *Sun Fang Dougram* as well as *Macross*.

Dougram was a series created by Rysoke Takahashi as a *Gundam* clone, although it's a lot grittier to watch. You only need look at some of the mecha designs, which are much more like walking war machinery than Tomino's 60-foot samurai, to see that Takahashi had a much darker, less glamourous conflict in mind. Unfortunately, the buying public liked *Gundam* more. Of all Takahashi's shows (including *Armoured Trooper Votoms*, *Panzer World Galient* and *Blue Meteor Layzner*), the only show that still has a large following is the acclaimed *Armoured TrooperVotoms*.

The plot of *Dougram* is very *Gundam*-esque, with an Earth colony declaring independence and getting trodden on for its troubles. The mecha designs provided FASA with such favourites as the BLR-1G Battlemaster (originally known as Soltic HT-128 Bigfoot), the Wolverine, the Griffin, plus the four-legged Scorpion and Goliath, alias the Abitate F44A Crabgunner.

The other major contributor to FASA's mech factory was *Crusher Joe*, a series of novels and OAVs by Haruka Takachiho. Unlike *Dougram* and *Macross*, *Crusher Joe* doesn't feature a lot of mecha – it's a pure and simple space opera, with a group of paid adventurers rushing hither and yon in their ship, righting wrongs with a maximum of collateral damage. It has a lot in common with *Dirty Pair*, which isn't particularly surprising given that Takachiho created that one,as well.

For those who really need their mecha fix, a little security droid called an Ostall Hunter was scaled up ten times and re-named LCT-1V Locust, but mech are not the only radar signatures on the battlefield – a heavy tank, three aerospace fighters and a dropship (the Leopard, originally Joe's own CCSS Minerva) made it onto the pages of *Battletech Technical Readout 3025*.

Nowadays, *Battletech* has become such big business that FASA have had little choice but to clean up their act and invent their own mechs. The latest designs seen in the animated show and Virtual World game are all FASA originals, and look it – the Madcats and Thors striding around today are distinctly of the tank-on-legs variety. If you want to play some serious anime mecha now, take a look at the *Mekton* RPG system from R.Talsorian/Ianus Games. In the meantime, *Gundam*, anyone?

That's quite enough gun-laiden scrap iron for now. See you next month for more of the same.

It's the all-important box that distracted the team from designing original mecha.

COPYRIGHT SCHMOPYRIGHT

This news just in: Bandai, the huge multi-national entertainment company which owns the rights to the original *Battlemech* characters and designs, is allegedly taking FASA to court for the breach of their copyright. Both sides are currently sitting in court, paying millions of dollars worth of lawyers off against each other, and even calling in officials from government services to identify key elements in the military hardware, and establish a link or lack of one between the Bandai copyright and the designs FASA have been using commercially. Blimey.

This'll be your basic *Votom* armoured trouper, then.

Shove 'em in a boxing ring and sort it out.

FANTA

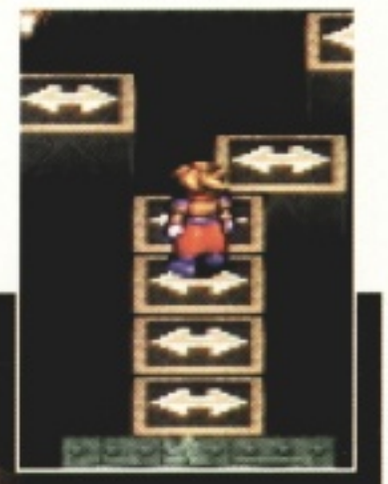
First there was *Soul Blazer*, then *Illusion Of Gaia*. Now creators Quintet have brought all that experience to bear on their latest project – *Tenchi So-Zo*. Could this be the last word in puzzle/action RPGs?

Tenchi So-Zo
Creation Of Heaven And Earth
Enix/Quintet ● 32 Mbit ● Out now (Japan)

To ease the pain of all those Square games we'll probably never get to play we thought we'd give you a taster of something *Super Play* touched upon a couple of months ago; a game the West will definitely see early next year in the form of *Genesis* – Quintet's pseudo follow up to *Illusion Of Gaia* (*Time*) – *Tenchi So-Zo: Creation Of Heaven And Earth*.

In the same tradition as *Gaia* and *Soul Blazer*, Tenchi pits its hero Aaku (Ark?), a typically unassuming sort of chap, against a world populated by mazes, logic puzzles and nasties all hell-bent on stopping you achieving whatever world-saving task you had in mind. The difference here is that in *Tenchi So-Zo* the cart's 32Mbits seem to have given Quintet delusions of grandeur and your actions now have a cosmic significance. In the initial levels of the game at least, finishing a section even lets you see a bit of universe creation in action. Like, wow!

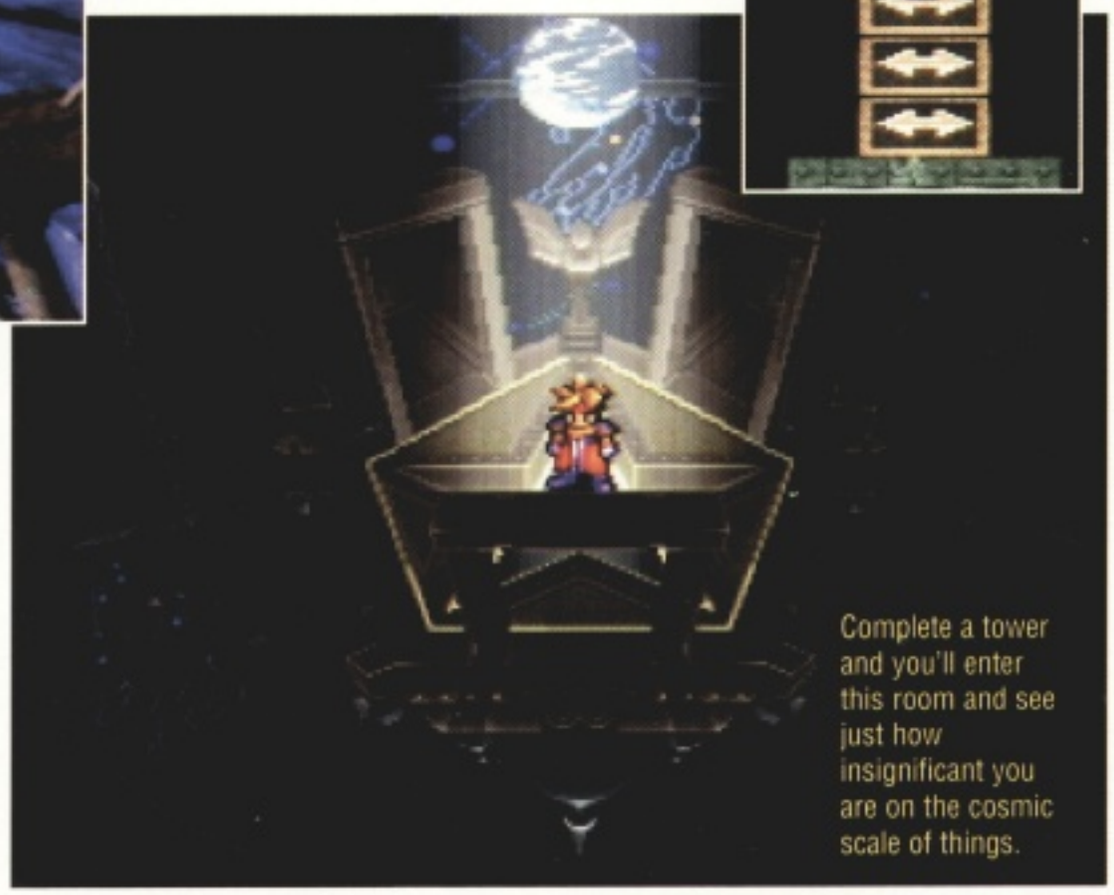
But enough of all that heavy stuff. For a game style that's been done to death – and by the same company at that – how does *Creation Of Heaven And Earth* shape up as an arcade adventure? Fortunately for us, the answer is brilliantly well. Aaku has a superb range of moves at his disposal and the action is smooth and fast. While the puzzles won't have you scratching your head for too long, there are plenty of them and they make full use of Aaku's abilities. From pushing blocks to hidden rooms and offing nasties, *Tenchi* makes use of



Take your time now, you know what a load of shifting blocks means.

Above: Throughout the game, evidence of pre-rendered trickery is evident.

Left: *Super Play* just can't resist a game where you can chuck pots at monsters.



Complete a tower and you'll enter this room and see just how insignificant you are on the cosmic scale of things.

WE HAVE CONTROL

Aaku, the hero of *Tenchi So-Zo*, really is a versatile little chap. Quintet have made excellent use of all the pad buttons and it's only a dexterous hand that will make best use of all his fighting talents.

A rapid thrash of the fire button will result in Aaku waggling his stick in a furious blur. *Smack!*

A stab of the attack button while running turns Aaku's dive into a flaming spear attack. *Crunch!*

Jumping and attacking at the same time results in a handy sort of somersault strike. *Scha-lop!*

ASY QUEST

by Wil Overton

ere is that in
s seem to have
ndeur and your
nificance. In
least,
u see a bit of
e, wow!
y stuff. For a
death – and
how does
shape up as
ely for us, the
has a superb
and the action
uzzles won't
for too long,
ey make full
shing blocks

ete a tower
u'll enter
om and see
w
ficant you
the cosmic
f things.

them all. Head of the project Tomoyshi Miyazaki has described the game as a compiliation of all of Quintet's other works and you can definitely see their influence.

Whether the enormous size of the cartridge makes Nintendo see red when it comes to a possible UK release remains to be seen (*Illusion Of Time* weighed in at a more reasonable 16Mbit) but as Tenchi is quite playable in its original Japanese form, a reasonably priced copy at your local import game emporium shouldn't go uninvestigated. To be honest we've had more fun with *Creation Of Heaven And Earth* this month than with *Secret Of Evermore*.

Left: Getting caught by the demon spirit means a quick trip to the beginning of that tower.

Above: Don't get burnt to a crisp, use the shield. Doh!

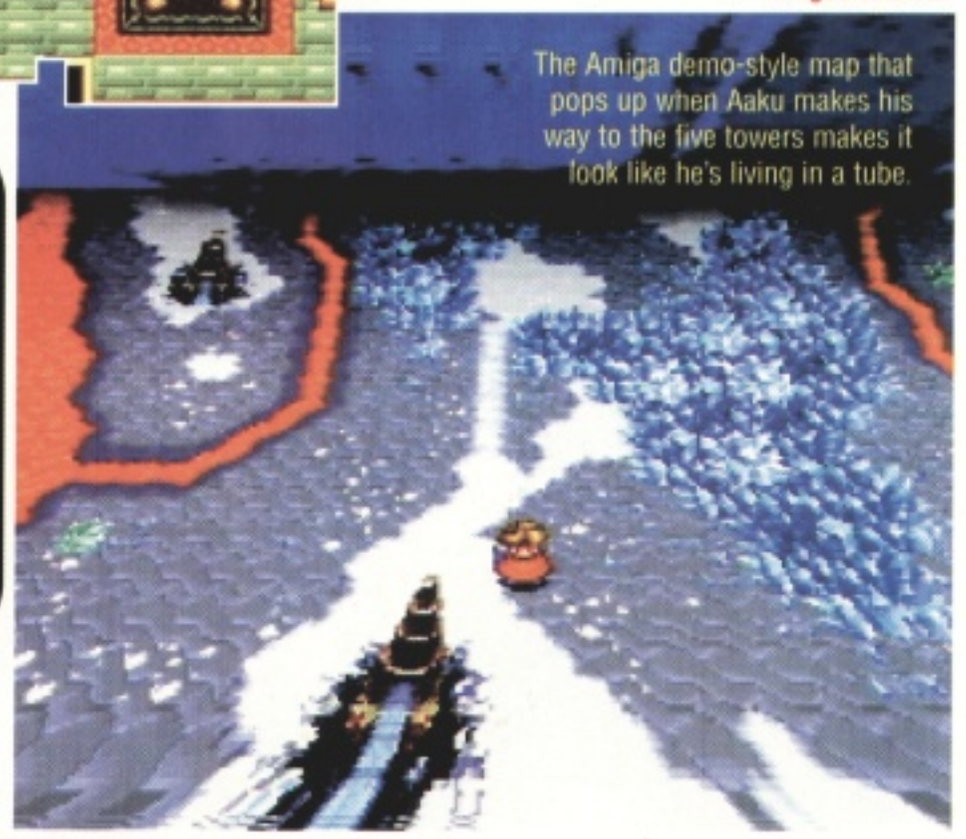
Left: A quick trip to Yomi's room lets you perform all the necessary equipping, healing and life topping-up activities.

Above: Oh no you don't. This ugly chap won't let you in unless you've completed the previous tower.

Buying magic rings with gems gives Aaku some nifty ranged attacks.

Left: More familiar *Illusion Of Gaia*-type puzzles such as pushing rocks about also get a look in here.

Right: Opening the mysterious purple door makes the locals take notice.



at the same
sort of
-lop!

Running, jumping and then attacking makes Aaku perform a devastating power slide. *Ker-rumph!*

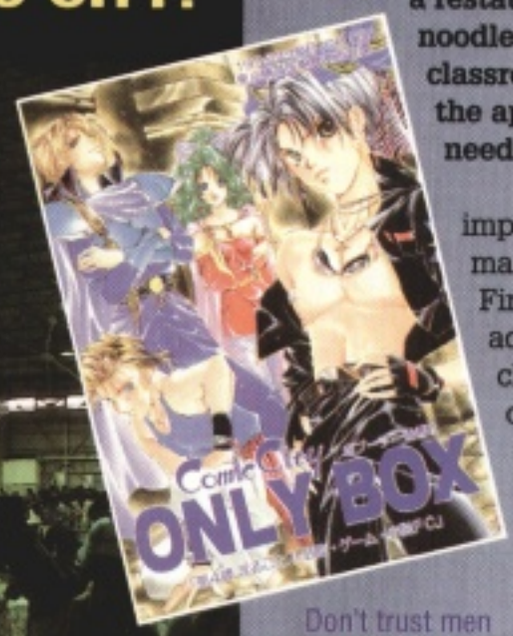
If the air gets thick with projectiles a quick jab on the right shoulder button gets your shield right up! *Thomp!*

LIVE

FROM HELL CITY

By Nihon Sekai-yusu

COMIC CITY!

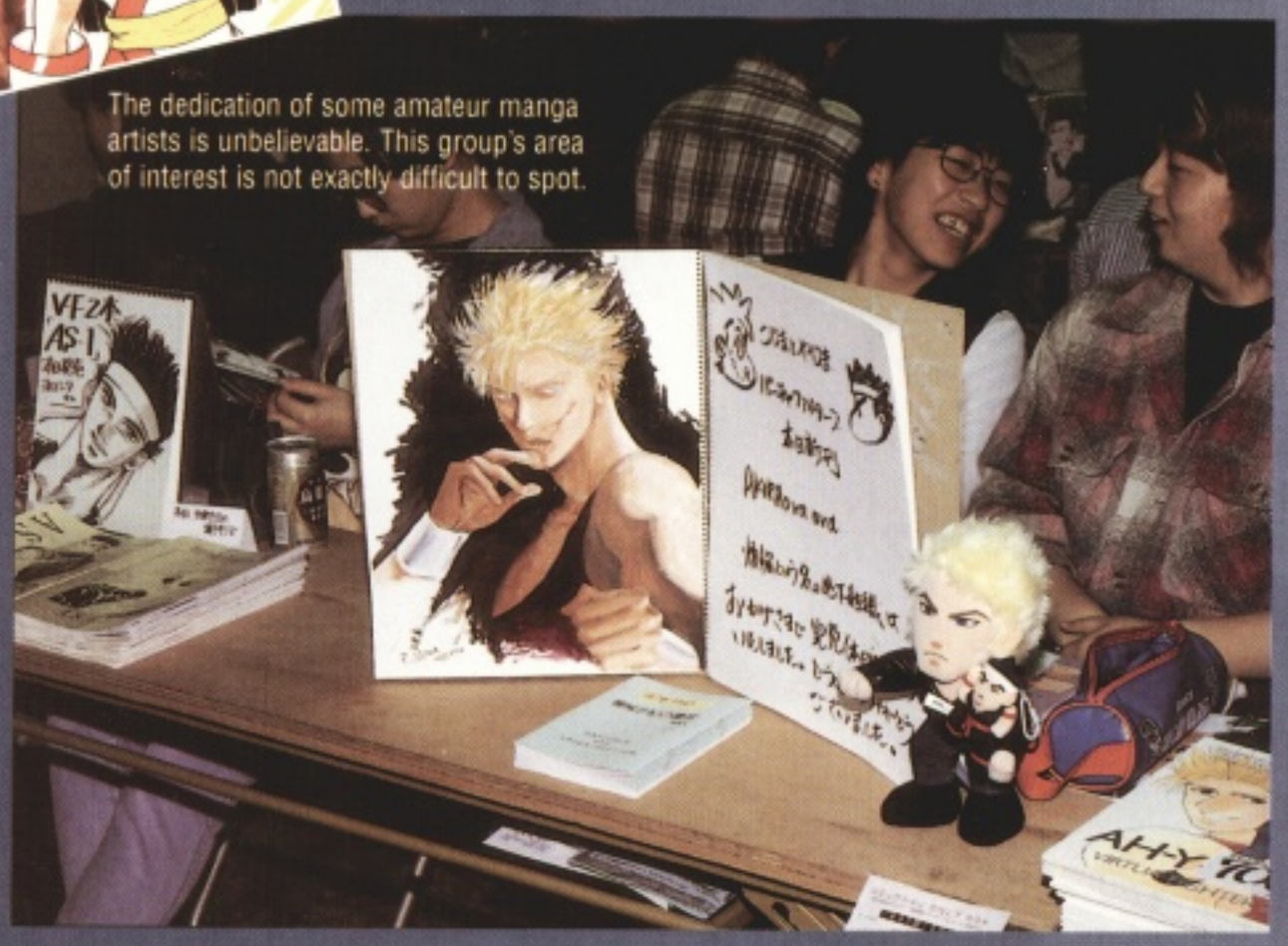


Don't trust men with no chest hair.

Comic books, or mangas, to give them their true name, have been big business in Japan since the 60s. Unlike their Western counterparts, where adult audiences are reached in the main only by graphic novels with high production values such as DC's sombre Batman series, all generations of people from all walks of wife indulge in a spot of reading. From the office lady (commonly known as an OLU in Japan) to the darkest game otaku, manga readers can be found indulging everywhere: standing up on a train on their way home from the office, in a restaurant over a bowl of tasty noodles, and even in the classroom (though not always to the approval of their tutors, needless to say).

The reasons behind the impact and development of manga in Japan are manifold. First, it is an immediately accessible medium: characters' expressions are obvious and easy to understand, and comic book authors tell their tales without resorting to a great number of kanjis (Japanese characters). Second, mangas are a consumable product – you buy them at a loose-change price as you would a newspaper, and throw them in the bin when you've finished

Super Play pays a visit to Tokyo's Comic City Exhibition, where thousands of comic book artists and fans converge to show off, dress up and generally have themselves a jolly good time.



The dedication of some amateur manga artists is unbelievable. This group's area of interest is not exactly difficult to spot.

Unfortunately, there were no dark alleys handy for us to not like meeting her in.

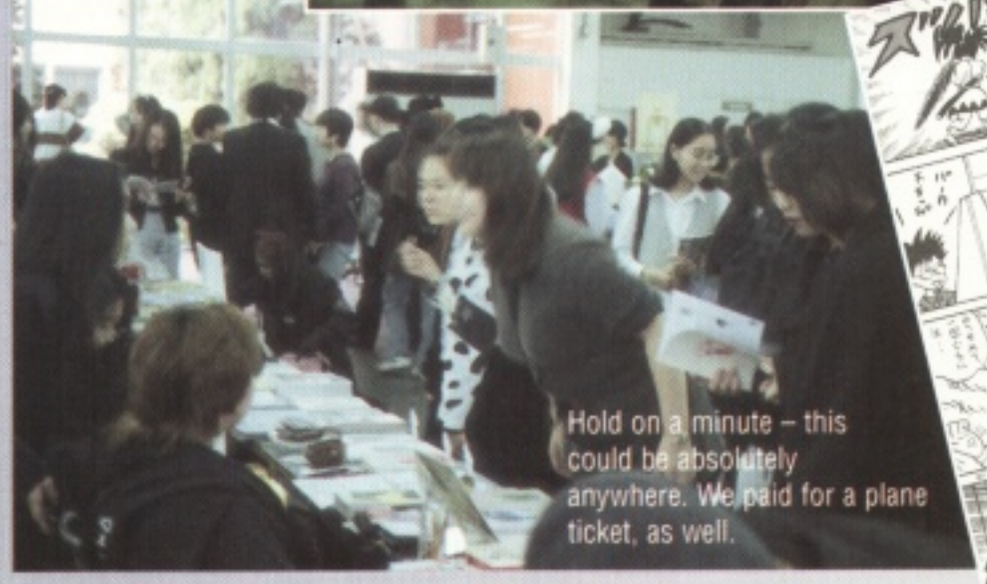
reading. Finally, and perhaps most importantly, the choice of topics available over the counter is wide enough to ensure everyone a chance of finding something to suit his or her taste – whether that be golf, gambling, or something game-related.

For many fans, however, manga also represents an activity that's something much more than just a passive interest. Spurred on by the national acclaim afforded to famous illustrators such as Akira '*Dragonball Z*' Toriyama, eager young artists country-wide are knuckling down in an effort to create their own characters and series. The long-term aim of these 'mangakas' (illustrators) is to progress through the ranks from the level of humble illustrator to the highest level of master.

Interestingly, it's not simply a case of budding artists scribbling away in back bedrooms for weeks until they can perfectly imitate popular styles convincingly (although this sort of approach is naturally a popular one), because on an academic level there are now two 'Universities of Manga' in Tokyo. In these schools, gifted students slave long and hard to improve existing techniques and learn new tricks under the expert tuteladge of masters. The interest in nurturing new talent has grown to the point where a number of monthly magazines are publishing drawing courses, while it's even possible to take correspondence courses in the art of manga. In these cases, the young mangaka receives homework each week which they then fax back to their 'sensei' (teacher) for appraisal and correction. And because manga is such a commercially important area, courses are affordable – something that can rarely be levelled at similar home-learning affairs available in the West.

Too many Ryus, etc.

Strangely, there are a much larger proportion of girls producing fanzines than there are men.


Hold on a minute – this could be absolutely anywhere. We paid for a plane ticket, as well.

Truth no. 1 – hair never looks like that. Ever.

But more boys feature in them than girls. Natch.

Each month, somewhere within the heart of Tokyo or its surrounding suburbs, a mangaka exhibition can be found. Comic City is one of the largest – the October event which Super Play attended attracted 3,000 exhibitors and 9,000 visitors – and it works simply as a showcase for ambitious non-professional artists who are eager to get their work noticed. For their own area of the show – one chair and a corner of a table – exhibitors have to pay 5,000 Yen. Although the tone of the show is distinctly fannish, with little emphasis on large-scale profiteering, exhibitors at least make back their outlay by peddling their wares, with show visitors typically picking up between 5,000 and 10,000 Yen's worth of 'zines during a visit to a show of this stature.

The products on display vary in quality considerably, from folded one-sheet 'flyer'-type efforts to large perfect-bound volumes with covers resplendent with silver foil-

FRONT MISSION: THE UNTOLD STORY

Among the thousands of amateur mangas on show at Comic City, we were immediately drawn to one particularly well-produced affair, which promised to chronicle the further adventures of the characters from *Front Mission*, a Super Play fave, of course.

We weren't at all prepared for what was behind its covers, though, but unfortunately we aren't allowed to report on it in detail for legal reasons. Let's just say that it involves a fair amount of kit sheddage, and not a small amount of sexual inhibition (activity) on the part of its main protagonists.

Content of this nature is on the increase in manga, with Japanese girls apparently the biggest fans of of the trend, which has a large presence in both amateur circles – where aspiring artists often depict their favourite videogame and anime characters (with no regard whatsoever for the original copyright owned by Capcom or whomever), minus their togs – and professionally: every book shop in Tokyo has a section dedicated to saucy stories aimed at a female audience.

It certainly sheds some new light on what the *Front Mission* squad were all getting up to in those battle suits, anyway. Pah – turn-based wargames, indeed.

The other side of *Front Mission*. Hmm...

blocked logos. The more serious publications are the work of mangaka who are dreaming, secretly or not, to eventually move into the world of professional manga, while many of the lesser efforts are merely a platform from which hobbyists can express their feelings or fantasies – something that the Japanese can find difficult in their day-to-day living.

As with so many Japanese leisure events whose origins lie with manga, anime or videogames, shows such as Comic City provide the opportunity for 'cosplay' fans to indulge their hobby. Each show has a specific theme, from the world of TV characters to those of videogames to pop stars, and this time it was the turn of manga aimed directly at girls. 95% of the show's attendees were therefore girls, aged between 14 and 30 years old, with the last 5% being made up of journalists like ourselves and a few confused-looking boys who'd apparently made an error in deciding to turn up. Those choosing to attend dressed as their fave character hailed from a wide range of social backgrounds, and included schoolgirls, housewives and the infamous OLUs.

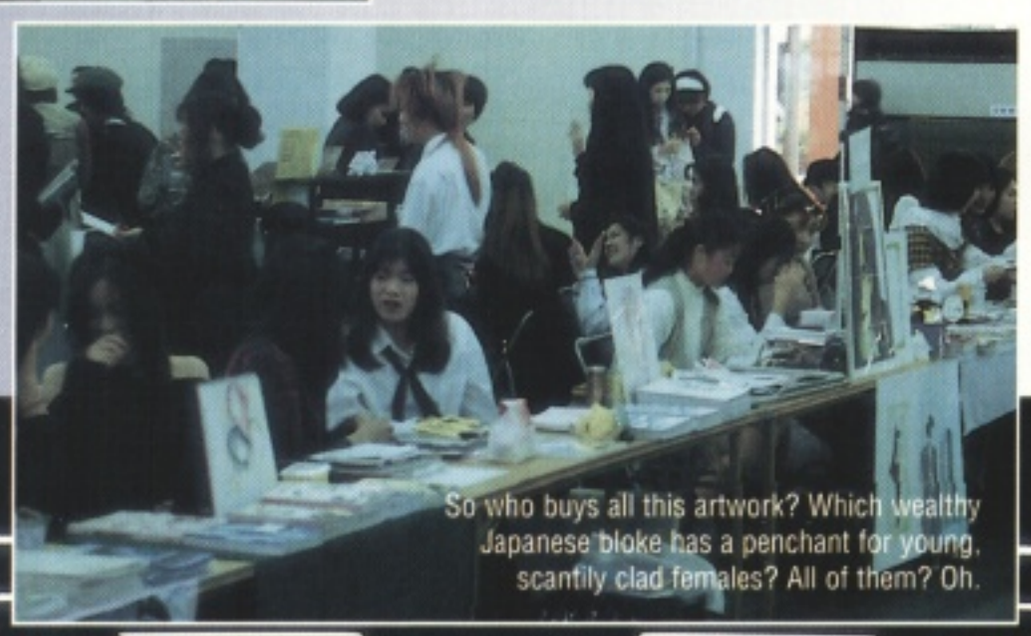
Don't worry – they all stop bustling as soon as the camera moves away.

Mai has a Samurai Spirit. You can tell by the rock hard finger.

But whatever theme a show takes, the participation is very high. What's interesting is that each event takes place very discreetly, with no announcement of their happening in Japanese magazines nor any welcoming board at the entrance of their site. Despite their great number, the kind of people attracted to manga conventions have their own order and tread outside of the Japanese mainstream culture. It's a means of expression to a great many of them, and looks like remaining that way for many years to come yet.

At 5,000 yen a stall, profits are easy to make.

The girl on the right is from *Darkstalkers*. Answers on a postcard for the other one, though.



So who buys all this artwork? Which wealthy Japanese bloke has a penchant for young, scantily clad females? All of them? Oh.

No, really. This is your chance to win the girl on the left.

y – they all
as soon as
oves away.

haracter
ge of social
uded
es and the

theme a
rticipation
s
each event
liscreetly,
ement of
in
zines nor
d at the
heir great
ted to
vn order
e
of
em, and
many

n wealthy
or young,
em? Oh.

SUPER PLAY'S HOT LIST

Which games have been keeping us warm this month? These right here...

ALISON

It's either the unrelenting, addictive gameplay of *Zoop* that keeps Alison engrossed long after the entire staff of *Splay* has gone home or the top jazzy soundtrack... man.

TONY

If you suddenly hear the cry of "Huzzah! I got Nipple Buster!" echoing around the room, then Tony's playing *Mega Man 7* again. It may not be flash and rendered but it's got good solid gameplay. Luvverly.

OLLIE

Ollie just can't resist spandex-clad heroes, and when they're as dark and mysterious as *Phantom 2040*, he's been known to drop everything in order to be a part of the action.

WIL

He might not be able to understand most of what's going on, but Wil's perseverence with *Secret Of Mana 2* just to spite those Americans on the Net shows a true depth of character. Or not.

Why is it...?

NEW COLUMN!

That in shoot-'em-ups...

- ... your shots always cover the width (or length) of the screen in around half a second or less, while your enemies' shots float lethargically towards your ship, giving you loads of time to outmanoeuvre them? Their technology is advanced enough to create bigger ships than your own, so why are they always so far behind in the weaponry department?
- ... someone always leaves weapon upgrades floating aimlessly around in space for you to pick up? (And how do you actually make use of these things? Is there some kind of scoop thing on the front of your craft, which also has the ability to fit an entirely new weapons system in milliseconds?)
- ... big boss baddies always have one completely exposed weak point? (I mean, Mr. Boss Bloke, wouldn't it be a good idea to keep that fleshy eye thing of yours hidden away behind, say, a big titanium metal cover or something?)
- ... you're always the "only pilot left who can save the planet"? Why do the good guys never get their act together enough to assemble a fighting force with which to defend themselves?

Next month we'll be looking at RPGs, and asking: *Why is it* that, despite your supposed moral stance and good intentions of saving the land from the evil forces of Fleeg, you go around stealing from every poor soul's house you enter?

If you have a 'Why is it...?' that you feel is worth sharing, send it in. There are prizes waiting for any that entertain us to the point where we can't refuse to print them.

If you thought all videogame mags were the same...

Think again

Official UK PlayStation Magazine No. 1

On sale now!

With demo CD

The 'PS' logo and 'PlayStation' are trademarks of Sony Computer Entertainment Inc.

STOCKING FILLERS

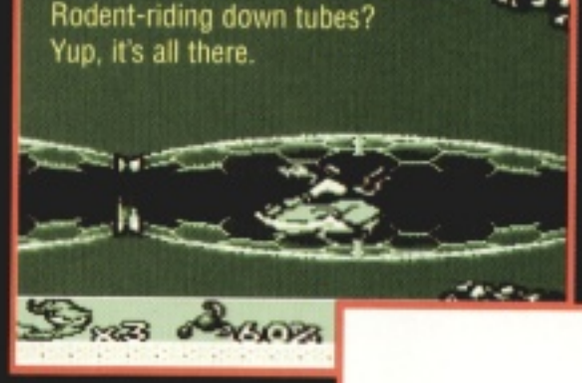
According to a recent survey, a surprisingly large amount of *Super Play* readers own a Super Game Boy, yet they have few bastions of virtue available to guide them (largely cos *Super Play* doesn't cover its software by nature). But! This is the season of Christmas list compilation, and with Game Boy titles clocking in at even-stingy-old-uncle-Alf-can-afford-them prices, we bring you a special Yuletide round-up of the most notable Super Game Boy titles of the last six months.

EARTHWORM JIM

Publisher: Virgin
RRP: £27.99

Platform adventures and puzzlers are what the Game Boy does best and what the Super Game Boy shows off best, and there are, quite literally, none finer than *Earthworm Jim*. You'd be hard pushed to find a better platformer on the SNES, and the good news is that the Game Boy conversion is top-notch and features all the levels, features and runnin', shootin', jumpin' action of its 16-bit big brother. Bright colours, clear graphics and fitting soundtrack compound *EJ*'s supremely top form to place it among the *bestest*, most addictive SGB games ever. No small feat for a chap with no feet.

Pixelly Jimmer on your telly screen.



Eight-directional shooting and jumping works fine, but...

...once in a while it does get more than a little confusing.

DONKEY KONG LAND

Publisher: Nintendo
RRP: £25.99

In the summer's two-way SGB platform shoot-out, *DKC* came off second best – but only by a whisker. All Donkey and Diddy's moves and charm translate well from the SNES stormer, as do a plethora of testing levels. The music and sound effects are clever mimics of the 16-bit version, but the gameplay's a smidgen slower than *Earthworm Jim*, and better use could have been made of the SGB's graphics potential: the end result is blockier than is ideal. If it's not quite a Grade A stonker, then it certainly makes a good Grade B.

Diddy Kong rides the rhino of death.

Change colour to suit your taste.

Rediscover the SNES hit's tyre-bouncing frollics.

The underwater level is one of many that survive the conversion.

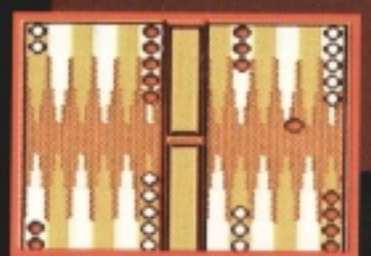
4-IN-1 FUNPACK

Publisher: Interplay
RRP: £21.99

Okay, so chess, backgammon, reversi (that's Othello) and checkers might not whip up the same sort of excitement as *DKC* and the rest, but in terms of value-for-money alone, this four-games-in-one bundle must rate as one of the best SGB buys. None are fast-paced but each game is an accurate, playable version of their board counterparts. You already know the rules and objectives of each game, and you know that they make great two-player pastimes. At this price you should not be without this corking bundle – it's worth it for the fine chess sim alone.

The chess is superb.

Simple interface.


Backgammon: seen better.

SUPER RETURN OF THE JEDI

Publisher: TH•Q
RRP: £29.99

You either like *Star Wars* or you don't. If you do you'll thrill to the idea of playing as either Luke, Chewie or Leia as you battle your way through nine levels from Tatooine to the Sail Barge, fighting off baddies like Ewoks and Jabba's vile cohorts, and meeting up with your chum Han. If you don't, you should still get a kick from the smooth, slick, varied gameplay and the excellent sprites strutting across varied but workmanlike backgrounds. Much of the action is standard platform fare, but it's all done extremely well, and a features a fine rendition of the classic theme music to boot. Pricey, maybe, but entertaining.

ANIMANIACS

Publisher: Konami
RRP: £27.99

Konami have done a *very* good job in capturing the off-beat wackiness of the Steven Spielberg-produced cult cartoon capers. This is the kind of specific look and clever humour that could so easily have gone wrong, but no – they've produced a platformer that should appeal to both the action-mad those who're fans of the cartoon's sharp-witted references and pastiches.

The platform action is set at Warner Brothers' studios and pays homage to many films and film-makers. A surprisingly wide variety of game-play – action and puzzle – is stuffed into the measly four levels. A damn shame there weren't two or three times as many.

Box-shifting platform puzzles. Hmm.

The action takes place in studios – take your pick.

PGA TOUR GOLF '96

Publisher: T•HQ
RRP: £29.99

The Super Game Boy golf market is traditionally tight. All you need to make a golf sim is a good control method and smart enough looks to see where you're aiming and where you end up. *PGATG'96* (snappy title) does both these well – three modes of play are all friendly and simple, with intuitive, rather than fiddly swing and timing control. The graphics, as you can see, are more than adequate, and use the Super Game Boy's potential well. Overhead maps switch to side-on view of your swing and zoom in for close putting. A two-player mode and better sound would make an improvement, but as a single-player golf sim this is chipper ('chipper' – geddit?).

A fairway, a tree, a bunker and a beachball. What more could you want... a golf ball?

Choose your club, allow for wind, select shot strength and you're away. Simple.

Even the trousers aren't too off-putting ('off-putting' – geddit?).

JOHN MADDEN FOOTBALL '96

Publisher: T•HQ
RRP: £29.99

There are so many options, so many plays and injuries, so many sprites and stats and – damn it – just *so much* going on that it's hardly surprising that this GB title lends itself rather well to the big screen. The gameplay of the previous year's *Madden* effort is greatly improved, thanks largely to reworked artificial intelligence, but the game's inherent complexity means that those familiar with the sport – or at least with SNES representations of it – will get the most out of it. A spot of speed-blur and sub-standard sound effects throughout mar what's otherwise a stunning, addictive Grid Iron sim.

Overcrowded GB end-zone action is more clear on SGB.

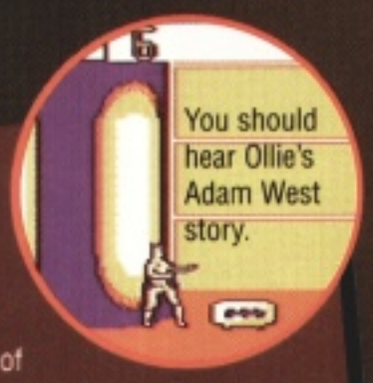
Remind us John, how many chins is that now?

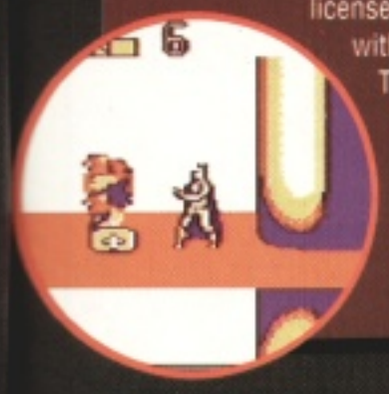
Bright colours are a blessing.

BATMAN FOREVER

Publisher: Acclaim
RRP: £25

Acclaim, it seems, have done every bit as good a job with the Super Game Boy version of the film-licensed platformer as they did with its 16-bit counterpart. The fighting is fluid, the action's relentless, and the scrolling's up to scratch. The graphics aren't the most imaginative you've ever seen, but they're clear, and go some way to recreating the mood of the film, and the actions and gadgets never fail to raise an eyebrow or a titter. 'Solid' would seem to be the most appropriate word to describe it.





Batty squares up for a fight. With a Christmas tree.

Now that's better... the Batster picks on someone his own size.

WATCH OUT FOR...

Killer Instinct
We haven't got a finished version yet, but the massive arcade beat-'em-up is on its way to the Super Game Boy – and soon. Early versions suggest that the visuals, speed and violence will all be faithfully represented (er, or at least as faithfully as could be possible given the obvious hardware constraints).

WIN THINGS! WITH...

THE SUPER QUIZ

Well, there was us thinking you lot were up for a challenge. We were mistaken, apparently. Perhaps we're not making it clear enough. Look, if you get the answers to Super Quiz quezzies right, you can win things. Like this month, for example, where we're giving James Upton of Newcastle-under-Lyme a free subscription to *Super Play* for beating off the competition in issue 37's Super Quiz (the correct answers are at the bottom of the page). Now, for whomever believes themselves tough enough to take it on, here's this issue's offering. The winner gets a copy of *Micro Machines 2* and a multitap. Not to be sniffed at, huh?

EASY

1 Which company manufactures the Hyperscore unit?
2 Which is the UK version of Capcom's latest (and some would say greatest) *Street Fighter* coin-op: *Alpha* or *Zero*?
3 What is the name of Future Publishing's own website?

MEDIUM

1 What is the name of Channel 4's teletext gaming 'magazine'?
2 How many worlds/levels are there in *Mechwarrior 3050*?
3 Which Super FX-powered games have Sculptured Software developed?

HARD

1 Who is the president of Silicon Graphics?
2 What is the Western name for the Japanese title *Mother 2*?
3 Which brothers run Codemasters?

BONUS ROUND

Identify the following games from mere snippets of screenshots:

Jot your answers on a postcard or sealed-down envelope and send it to 'Super Quiz 39' at the usual address, by 1st February 1996. The sender of the most correct answers wins, while a tie will bring about a 'drawn-out-of-a-hat' victor.

SUPER QUIZ 37 ANSWERS

EASY

1 Four
2 Eight
3 *Final Fantasy: Mystic Quest* and *Secret Of Mana*

MEDIUM

1 *Gauntlet II*
2 Princess Peach
3 Tim and Chris Stamper

HARD

1 Rare
2 Nothing really. (Yeah, sorry about that one.)
3 Sony

THE OFFICIAL VIDEOGAME MAGAZINE

FIFA 96

FIFA 96 on PC CD-ROM, PlayStation, Saturn, 32X, Mega Drive, SNES, Game Gear, Game Boy and now on paper.

The definitive guide to the best soccer videogame in the world.

Win! A PlayStation and 10 copies of the game on every format.

ON SALE: OUT NOW

ZINE

A

to

orld.

and
e on

w

M,
Mega
Game

WIN WIN WIN

Sega Saturn

Sony PlayStation

Atari Jaguar

EVERY DAY YOU CAN WIN...

ANY CONSOLE MACHINE

plus a Colour TV, Games of your choice, Gaming Magazines and Magazine Subscriptions.

1000s of prizes to be won **EVERY DAY**

Just Call **0891 715 122** NOW

Calls cost 39p per minute cheap rate and 49p per minute at all other times. The maximum cost of the call will be under £2. GRQ Communications Limited, PO Box 13501. Linlithgow EH49 6YA

Did you know that there are roughly 105,691 other lads probably reading this issue of Super Play at this exact moment!*

Advertisers - don't miss this chance! Call me, Louise Woods or Claire Eastwood on 01225 442244 NOW!

*1995 reader research

ISS DELUXE
46.99 -£3 XS

MORTAL KOMBAT 3
53.99

DOOM
49.99

KILLER INSTINCT
46.99

WORMS
36.99

VORTEX
19.99

UNIRALLY
24.99

MORTAL KOMBAT 2
39.99

SUPER BOMBERMAN
17.99

PGA TOUR GOLF
19.99

SUPER NES GAMES

• = NEW GAME

AKIRA	39.99	JUNGLE STRIKE	36.99
BARKLEY SHUT UP AND JAM!	29.99	KICK OFF 3	29.99
BATMAN FOREVER	47.99	KID KLOWN'S CRAZY CHASE	24.99
BEAVIS AND BUTTHEAD	37.99	KILLER INSTINCT	46.99
BIG SKY TROOPER	42.99	LION KING	46.99
BIKER MICE FROM MARS	26.99	LOST VIKINGS	19.99
BRUTAL	29.99	MARIO ALL STARS	24.99
BUBSY	15.99	XS ALL STARS - DEDUCT £3 UNTIL DEC 28	
CANNON FODDER	37.99	MEGA MAN X	33.99
CIRCUIT USA	38.99	MICKEY MANIA	29.99
CYBERNATOR	19.99	MORTAL KOMBAT	19.99
DEMOLITION MAN	39.99	MORTAL KOMBAT 2	39.99
DIRT RACER SFX	39.99	MORTAL KOMBAT 3	53.99
DONKEY KONG COUNTRY	50.99	NBA LIVE 96	40.99
DONKEY KONG COUNTRY 2 •	49.99	NFL QUARTERBACK CLUB	39.99
DOOM	49.99	NHL 95 ICE HOCKEY	37.99
EARTHWORM JIM	46.99	NHL ICE HOCKEY 96	40.99
EARTHWORM JIM 2 •	42.99	PACMAN 2	35.99
EQUINOX	29.99	PGA TOUR GOLF	19.99
FIFA INT'L SOCCER 96	40.99	PGA TOUR GOLF 96	40.99
FIFA SOCCER	31.99	PINBALL FANTASIES	33.49
ILLUSION OF TIME	26.99	POP 'N' TWINBEE	23.99
INT'L SUPERSTAR SOCCER	39.99	POWERDRIVE	37.99
INT'L SUPERSTAR SOCCER DELUXE VERSION	46.99	PRIMAL RAGE	44.99
XS ISS DELUXE - DEDUCT £3 UNTIL DEC 28		RISE OF THE ROBOTS	39.99
JOHN MADDEN 96 •	41.99	SECRET OF MANA	28.99
JOHN MADDEN NFL 93	12.99	STAR TREK - DEEP SPACE 9 •	39.99
JOHN MADDEN NFL 95	29.99	- STARFLEET ACADEMY	37.99
		STARWING	19.99
		STREET RACER	34.99
		STREETFIGHTER 2	29.99
		STREETFIGHTER TURBO	27.49
		STUNT RACE FX	27.99
		SUPER BOMBERMAN (4 PLAYER)	17.99
		SUPER BOMBERMAN 2	22.99
		SUPER BOMBERMAN 3	38.99
		SUPER INT'L CRICKET	34.99
		SUPER MARIO KART	33.99
		SUPER METROID	41.99
		SUPER PUNCH OUT	25.99
		THE ADVENTURES OF BATMAN AND ROBIN	48.49
		THE DEATH AND RETURN OF SUPERMAN	39.99
		THEME PARK	36.99
		TINY TOON ADVENTURES - BUSTER BUSTS LOOSE	19.99
		- WILD 'N' WACKY SPORTS	19.99
		UNIRALLY	24.99
		VORTEX	19.99
		WARIO'S WOODS	26.99
		WARLOCK	39.99
		WATERWORLD	39.99
		XS W/WORLD - DEDUCT £3 UNTIL DEC 28	
		WEAPON LORD	43.99
		XS W/LORD - DEDUCT £3 UNTIL DEC 28	
		WORLD LEAGUE BASKETBALL	9.99
		WORLD MASTERS GOLF	39.99
		WORMS	36.99
		X KALIBRE	29.99
		YOGI BEAR - CARTOON CAPERS	29.99
		ZELDA 3 - LINK TO THE PAST	19.99

SUPER NES DEALS

(SUPER NES PACKS ARE SUPPLIED WITH ONE CONTROL PAD)

SUPER NES WITH STARWING ... 79.99

SUPER NES MARIO ALL STARS PACK 79.99

SUPER NES WITH FIFA SOCCER AND MARIO ALL STARS ... 94.99

MARIO ALL STARS FEATURES SUPER MARIO 1, 2 AND 3 PLUS LOST LEVELS GAME (ON ONE FOUR-GAME CARTRIDGE)

SUPER NES WITH DONKEY KONG COUNTRY ... 111.99

WHEN YOU JOIN:

Buy any item at the same time as joining or renewing for one year and we'll give you

GUVYER 1

Animated Action MANGA VIDEO (VHS tape, Rated 15)

OR

SUPERMODEL KELLY

Top quality laminated MOUSE MAT

ABSOLUTELY FREE

Just state your choice as you order. Overseas members add £2 carriage. Existing member can renew early to take advantage of these offers. All offers subject to stock

NEW from Manga
STREET FIGHTER 2
ANIMATED MOVIE
rated 15 VHS tape
£12.99

UNIQUE NOKIA 14" COLOUR TELEVISION

- GERMAN MADE
- FASTEXT
- REMOTE CONTROL
- SQUARE TINTED TUBE
- HEADPHONE SOCKET
- SCART INPUT

NOKIA 14" SCART TV ... 164.99
NOKIA 14" NICAM TELETEXT TV ... 214.99

NICAM DIGITAL STEREO

INCLUDES NICAM DIGITAL STEREO AND ADJUSTABLE SOUND DEFLECTORS
SCART LEAD - SNES TO TV ... 14.99

NINTENDO PAD | PHASE 9 ADAPTOR | LIGHT GUN | PROPAD | SUPER ADVANTAGE | SAITEK MEGAPAD 6

DUST COVER FOR SUPER NES	3.99	LOGIC 3 SPRINT PAD	9.99
ENERGISER PROGRAM PAD FOR SUPER NES	17.99	NINTENDO CONTROL PAD	16.99
LIGHT GUN (FOR PLAYER 2) PLUGS INTO FIRST GUN	17.99	SAITEK MEGAPAD 6	13.99
PROPAD FOR SNES	12.99	FIGHTER STICK SN JOYSTICK FOR SUPER NES	24.99
LOGIC 3 LOGIPAD	13.99	PHASE 9 MULTI PLAYER ADAPTOR FOR SNES 4 PLAYER GAMES	14.99
LOGIC 3 SPEEDPAD SN	9.99	SUPER ADVANTAGE JOYSTICK	20.99

HEAVY discounts HUGE range
10am to 8pm Daily
01279 600204
Fax 01279 726842
(we'll fax back to confirm)
Regular Competitions
Great Prizes to be Won
See the Club Magazine

www.reserve.co.uk
The Special Reserve Discount Club

PLAYSTATION
WITH ONE CONTROLLER, TV RF LEAD (SCART AVAILABLE) AND PLAYABLE DEMO CD FEATURING DESTRUCTION DERBY, WIPE OUT, LOADED, BATTLE ARENA TOSHINDEN & TOTAL NBA 96
IN STOCK NOW

PLAYSTATION 299.99
WITH FREE EXTRA PAD WORTH 29.99
Run the Playstation through Scart TV for a better quality picture
Scart Lead for Playstation ... 9.99

WE ONLY SUPPLY MEMBERS BUT YOU CAN ORDER AS YOU JOIN

MEMBERSHIP FEES	UK	EC	WORLD
ONE YEAR	£6.00	£8.00	£10.00

Each issue includes £15 of new XS Savers. Members are under no obligation.
All prices include VAT and carriage to MOST UK mainland addresses.

Overseas orders must be paid by credit card
Hardware items (battery or mains) are only supplied to the UK mainland
Overseas surcharge £2.00 per software item or 25% on other items

HOGG

(BLOCK CAPITALS please)
Name & Address
Postcode
Phone No
Machine
Enter membership number (if applicable) or
NEW MEMBERSHIP FEE (ANNUAL UK 6.00)
Item
Item
Item
Please use this box to add any optional fast delivery charge
1st Class Post 50p per posted item or £3 hardware
£

ALL PRICES INCLUDE UK POSTAGE & VAT
Cheque/P.O./Access/Mastercard/Switch/Visa

CREDIT CARD
EXPIRY DATE
SIGNATURE
SWITCH (ISSUE NO)

SUPER PLAY

Mail Order address. Cheques payable to:
SPECIAL RESERVE
P.O. BOX 847, HARLOW, ESSEX, CM21 9PH

Inevitably some games listed may not yet be available. Please phone to check availability.
Prices may change without prior notification. Sent to press 16.11.95 E. & O.E.
SAVE = Saving off full retail price. Inter-Mediates Ltd, The Maltings, Sawbridgeworth, Herts

...SOMETHING'S STIRRING IN HIS GENES!

SEAN YOUNG

TIM DALY

DR. JEKYLL AND MS. HYDE

12

RANK FILM DISTRIBUTORS presents in association with SAVOY PICTURES a RASTAR/LEIDER-SHAPIRO Production "DR. JEKYLL & MS. HYDE" a DAVID PRICE film

SEAN YOUNG TIM DALY LYSETTE ANTHONY HARVEY FIERSTEIN STEPHEN TOBOLOWSKY and JEREMY PIVEN Co-Producer FRANK K. ISAAC Music by MARK MCKENZIE Editor TONY LOMBARDO Director of Photography TOM PRIESTLEY Executive Producer JOHN MORRISSEY Story by DAVID PRICE

RASTAR Screenplay by TIM JOHN & OLIVER BUTCHER and WILLIAM DAVIES & WILLIAM OSBORNE Produced by ROBERT SHAPIRO and JERRY LEIDER Directed by DAVID PRICE RELEASED BY RANK-CASTLE ROCK/TURNER © 1995 Savoy Pictures. All rights reserved.

FROM FRIDAY DECEMBER 8TH

AND CINEMAS NATIONWIDE

WARNER WEST END LEICESTER SQUARE (0171) 437 4343

MGM HAYMARKET ADVANCE BOOKING 0181 970 6016 (Bkg Fee)

CALL TALKING PAGES® 0800 600 900 FOR DETAILS

®Talking Pages is a registered service mark of the British Telecommunications plc in the United Kingdom.

UTTERLY IMPOSSIBLE CHRISTMAS QUIZ

ONE BILLION AND COUNTING...

October 30 1995 will go down as a landmark in Nintendo's history. Much celebration was to be had at Nintendo's headquarters in Kyoto, Japan, when it was announced that Nintendo had now sold their one billionth video game. And that's fairly amazing. They've sold so many, in fact, that were you to lay the cartridges end to end they would stretch around the globe three times. Or to put it another way, that's one game for every teenager in the world.

So stunned were we by this fact that we hunted down ten other surprising facts from which we have devised a ridiculously hard Christmas quiz for you to amuse yourself with during The Queen's Speech.

DO YOU KNOW...?

This quiz is just for fun, folks. Turn your eyes upside down to read the answers.

1. What percentage of Nintendo's total software sales do the SNES's sales account for?
2. Where in the world are the largest percentage of carts bought?
3. What is the world's fastest-selling video game ever?
4. What's the top-selling game in Japan currently?
5. And in the States?
6. What is the biggest-selling cart of all time?
7. And how many did it sell?
8. Approximately how many games have been produced for the whole Nintendo range?
9. What is the most popular series of games produced by Nintendo?

And the real stinker...

10. At what rate do Nintendo sell video games, if you take into account the number of games they have now sold since the beginning of the '80s? You'll need to be good at maths for this one.

COMPO WINNERS!

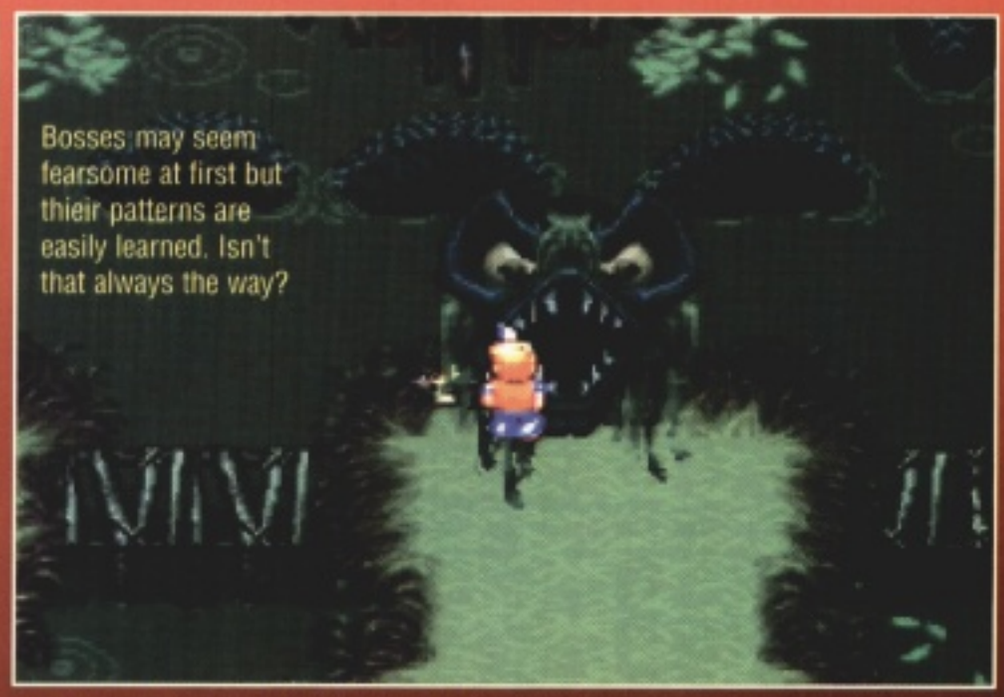
Back in issue 37 we set a competition which offered five readers an opportunity to win a copy of Titan Books' *Hong Kong Action Cinema*. The answers were: Chow Yun Fat is a major Hong Kong movie star, and Jackie Chan fractured his skull during the making of the film *Armour Of God*. The five winners are these fortunate fellows: John Yiu of Shieldfield, Newcastle-Upon-Tyne; Kevin Nixon of Rotherham, South Yorkshire; Tommy Wan of Slough, Berkshire; Anita Lam of St. Albans, Hertfordshire; and Michael Barker of Norwich.

Also in that issue, we offered ten copies of Manga Video's *Street Fighter II: Animated Movie*. The answer to that compo was that Guy and Sodom link *Final Fight* to *Street Fighter Alpha*. And the winners are: Kevin Smyth of Highbury, London; Raymond Yeung of Bristol; Mark Pearson of Ashton-Under-Lyme, Lancashire; Phil Lee of Bracknell, Berkshire; Christopher Parkinson of Northallerton, North Yorkshire; Steve Donoghue of Chingford, London; Adrian Earl of Northolt, Middlesex; Philip Wong of Northfield, Birmingham; and Larry Loxbury of Somerset. Congratulations all!

The animated movie – miles better than the film, and you might have just won it!

We're sorry we don't have that shot of Ghandi being stuffed in the face.

1. The Super NES accounts for 27% of all Nintendo's software sales.
2. 44% of carts are bought in Japan, 42% in North America and the remaining 14% around the rest of the world.
3. The fastest-selling game of all time was *Donkey Kong Country* which sold more than 2,000 copies in only five weeks. And that's just the figure available for the States.
4. Japan's best-selling cart at the moment is *Yoshi's Island*.
5. Currently, the top-selling US cart is *Killer Instinct*.
6. The cart which sold the most copies ever was the original *Super Mario Bros* cartridge for the NES.
7. *Super Mario Bros* on the NES has sold over 40 million copies so far!
8. There are more than 2,000 games available across the Nintendo range.
9. The *Super Mario Bros* series of games over the three Nintendo systems (Super NES, NES and Game Boy) represent 12% of the billion games which Nintendo have sold to you lot.
10. Since the first Mario game came out in Japan at the beginning of the '80s, Nintendo has managed to sell video games at the rate of almost three a second (see – it was an easy question).



Left: Don't be fooled by the size of this chappie, he's not even a boss.

SECRET OF EVERM

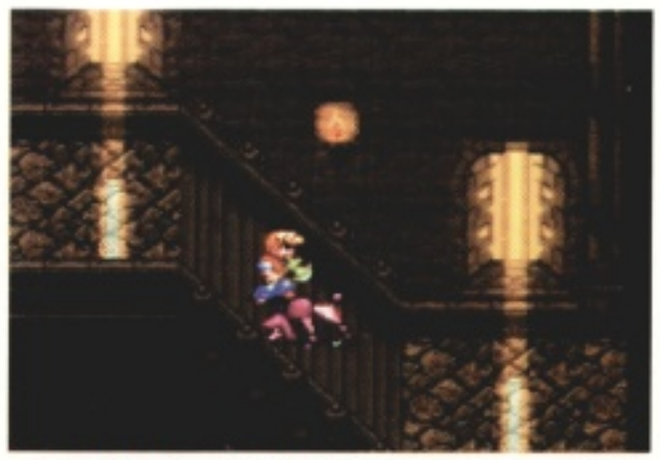
A boy, his dog and a load of bad B-movie jokes makes for an extremely suspicious little Super Play RPGer.

UK Release

Game: Secret Of Evermore
Publisher: Nintendo
Developer: SquareSoft USA
Price: £TBA
Release: December
Players: 1
Cart ROM: 24Mbit

To be honest, I don't know if it was such a good idea that I was the one to tackle this, Square's first major US-produced game. I've never been one to shy away from shouting about how much I hate it that, when taking product from their Japanese parents, they constantly destroy the game's atmosphere with glib translations and rubbish packaging in an attempt to tailor the game to what they consider a typical American audience. But hey, I've got an open mind (you can see sunlight through my earholes to prove it), and I'm sure that starting from scratch on their own project rather than having to worry about all that cultural gap nonesense was for the better.

But, of course, they haven't started totally from scratch. The shadow of *Secret Of Mana* lurks in every corner of the world of Evermore. From the ring menu system to powering up your weapon you can't help but feel its presence. What we have here is a *Mana*-esque action RPG with a capital 'A' that's been outlined in red and made a bit

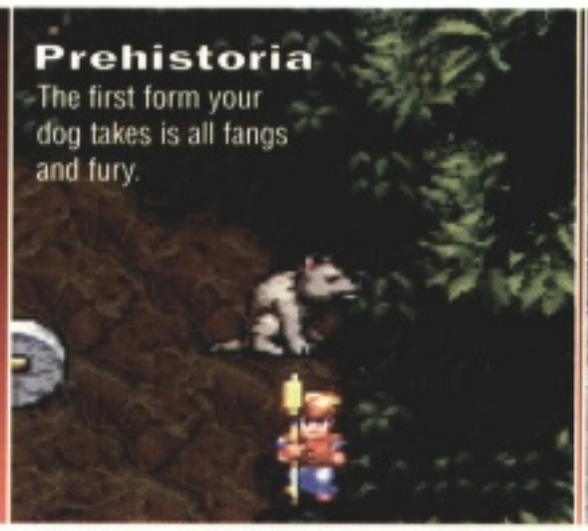


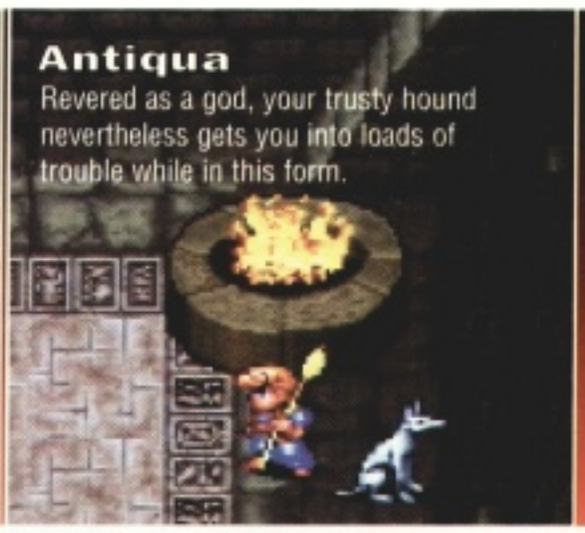
Proof that Square USA's designers have been paying some attention to their Japanese counterparts can be seen in touches like these light shafts.

bolder just to be sure. There's none of that taking turns stuff and very little in the way of statistics to slow down the proceedings, so we're obviously talking the popular end of RPGs (which is also why we're getting it so soon in the UK). There's also a reliance on mazes and puzzles that's got more in common with games like *Illusion Of Gaia* (*Time*) than a Square Soft title. In fact so

YOU AIN'T NUTHIN' BUT A...

Your trusty hound is probably one of the better ideas in *Secret Of Evermore*. Apart from its neat trick of changing breeds depending on what zone you happen to be in (we could have done without the pink poodle, though), it's genuinely useful in battle. As in *Mana* you can adjust its agression towards enemies and even target it on particular ones. (It can't, however, be controlled by a second player.) Lonesome gamers burnt on *Mana*'s sometimes erratic NPC control shouldn't worry, though; the dog never gets caught on scenery so there's no danger that it will slow you down.





BREWING UP A STINKER

Rather than just taking the usual magic learning element of most games, *Evermore* opts for a more novel approach in that you must first learn the spell formulas and then collect the right ingredients in order to mix them up. Fortunately there are usually a few helpful souls in each zone who'll sell you the items you need and ingredients can also be found out in the field with a bit of searching.

Above: Your list of available spells and the ingredients you need to cast them. Because there's limited room on your spell ring you'll need to constantly re-equip with different spells as and when you need them.

Stronger, but not particularly comfortable.

You can also gather ingredients in the time-honoured tradition of nicking them from people's homes.

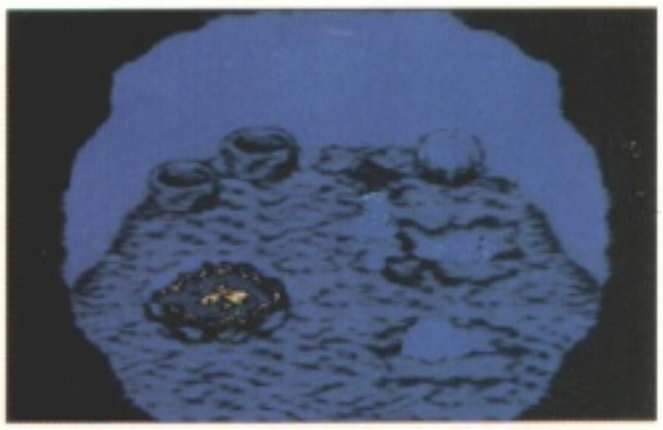
Learning a new spell from a geezer.

OF LORE

We've got SGI equipment and we're gonna use it. You can almost hear the brain cogs whirring as *Evermore*'s designers try to think of ways they can incorporate rendered stuff.

Let's come clean here. If you were a typical 14-year-old boy and you saw a green-headed monster with a spear, would you be doing this?

much is *Evermore* in love with the formula of a) walking around a town chatting, b) walking around a maze hitting monsters, followed by c) coming up against a bit of a boss, that you'll find yourself doing it quite a bit. It happens over and over again, only with different graphics to try and convince you you're not doing exactly the same thing as five minutes ago. Not that there's anything inherently bad in that and, indeed, a similar sort of criticism could just as easily be levelled at *Mana* and a number of other RPGs, but somehow they either manage to disguise the fact that the landscape you're running around in is really just a maze, or place things in a proper maze-like environment (á la *Zelda*). Or maybe it's that the story in *Evermore* just isn't good



Although *Evermore* has the standard pay-for-a-kip-replenish-your-energy thing, I worry about having that old guy standing over you all night.

I LAUGHED, MY MATE LAUGHED...

Being the jolly japesters they are, the writers of *Evermore* have dropped some none too subtle in-jokes on other Square games into the proceedings. Whether they're funny or not I'll leave up to you to decide.

I never did find the 'Chocobo' (geddit) egg. Actually this isn't so bad as in-jokes go but it couldn't just stop there, oh no...

... it had to go onto this little gem. Look very closely into the crowd and you might see some people you know.

High into the clouds you're thrown to the sound of a familiar effect. There is another huge in-joke but I'll leave you to laugh your way through that one yourselves.

Above: The only genuinely creepy moment in the entire game is when you come across the king and his puppets. Maybe it's the way he just rocks steadily back and forth... back and forth... *(Get on with it – Ed.)*

One of *Evermore*'s odd quirks is that sometimes the dog is incapable of going up stairs – he's told they're too steep – and must use a lift. Other times, oddly, he doesn't find it difficult at all.

enough for you to be able to suspend disbelief long enough not to realise.

The story, of course, is where *Secret Of Evermore* should shine. It is, after all, one of Square Soft's strongest points and it's where the team at Square USA should initially come in for a small amount of praise. Even if it's not exactly to your taste – and admittedly the boy, dog and mad professor scenario isn't amazingly new – at least they've tried to come up with a tale of their own rather than aping the Japanese. The jokes (mainly based around fictitious B-movies) may be stupid and frequently cringeworthy but at least they give *Evermore* a feel and style that's very much its own.

Unfortunately the same can't be said of the characters that populate the game. Bland is the word that springs to mind, with only the location-sensitive breed-changing dog having any sort of lasting impression. In Japan, characters from Square games have cult followings and even in the States the Internet is awash with *FFIII* fans championing the cause of their favourite. All the people you come across in *Evermore*, conversely, are totally forgettable.

The music composer for *Evermore* apparently got the job merely by sending Square a demo tape. But although the game boasts memorable tunes and atmospheric samples I was again less than convinced. The truth is that there isn't really anything tunewise worth returning to and although the background sound effects are very nice and, well, atmospheric, you wouldn't want a CD of it. (Which is a bugger, really, as Square have already released one).

So, half way through the review and things aren't looking too rosy for *Evermore*. Competent but uninspiring graphics, gameplay and a menu system ripped off from *Secret Of Mana* and a lot of not very memorable characters. But somehow the sum of its parts is far more than its separate components. There may only be four different areas to roam around, but each of

GONE TO MARKET

The marketplaces (for there are two of them – ugh!) have to go down as some of the most tedious gaming experiences ever. Not for *Evermore* the simple task of buying any goods you might need with your hard-won cash. Each of the stallholders will only part with his or her wares in exchange for other items which you can only acquire by bartering with other items and so it goes on. This might have seemed like a good idea at the time but, NO! It's dull and boring. No sir, I don't like it.

I've never yet met a girl who won't part with her chickens for some old tat or other, but that may be just me.

From the look of many of these bods there's a healthy trade in in-breeding.

Street Fighter and *Mortal Kombat* moves you can't go wrong, can you? Each character has around ten moves and, from what we could find, at least eight combos, all achievable with a little coaxing. So far, so good.

The game is broken down into one-player mode (too easy to finish), or head-to-head (top fun) and co-operative (wears a bit thin). Oh look this is a crackingly intuitive beat-'em-up that flows smoother than that 3am visit to the toilet after seven pints.

The samples are particularly impressive, no really they are. You find yourself talking back to them, which isn't advisable in an office environment such as this. Just wait, you'll be yelling: 'Unbelievable!' and 'that's gotta hurt!' down your local pub. Oh yes, you will.

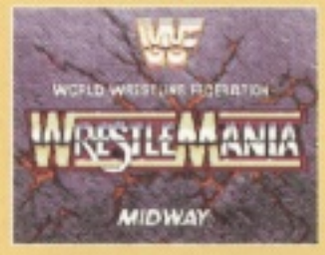
On to the 'rotten in Denmark' part of the review. The main problem lies in the limited cast list. Six characters just aren't sufficient for a modern beat-'em-up. In one-player it all becomes too familiar too soon. Granted, these characters are diverse and thoroughly entertaining, but to compete with the big boys of this genre Acclaim would have had to double the quantity while retaining that diversity.

All in all, although entertaining and somewhat innovative, *Wrestlemania* isn't a patch on the big three: *Killer Instinct*, *MK3* and *Super Street Fighter 2* – it simply hasn't got the shelf-life. However, the novelty value of motion-captured sprites and genuinely amusing samples coupled with the bonkersness of the two-player scraps does compensate enough to make *WWF Wrestlemania* good value and worth taking a look at. Worth a look? That's no way to end a review, is it? Okay, let's try that again, *WWF Wrestlemania* is like a tub of Haagen Dazs – great at first, then just pleasant followed by too much of the same – oh and it's better if you share it.

● **Sean Atkins**

WWF Wrestlemania

Acclaim



GRAPHICS	SOUND	GAMEPLAY
87%	91%	88%
GAMELIFE	OVERALL SCORE:	
77%		84%

VERDICT: With only six players this does tend to get repetitive, even with all the options on offer, but it's still a graphical achievement and very funny into the bargain.

"Noooo! Not the green wig."

TLEMANIA

Sparks always fly at a wrestling match.

That dastardly clown gets it at last.

The Undertaker has someone's eye out.

Green wellies prove to be of little hindrance.

FLYING HIGH

Evermore's map is deceptively small. It's a fact that you'll only realise when you get to use the flying machine near the end of the game. With essentially only three sections – Prehistoria, Antiqua and Gothica – you can cover the whole world in seconds.

Above: The airship (if you can call it that) can only land near one of these little fires. Don't know why.

Above: A rough ride on the rapids gets our adventurous chums from Prehistoria to Antiqua. Wheeeee!

contain a few bugs, one of which at least puts you in a unsolveable position, forcing you to restart (see 'Working Together'). There also seems to be a problem with some doors and more specifically trying to get through them in the latter parts of the game.

To be honest, we weren't expecting Square Soft USA's effort to come anywhere near emulating its illustrious Japanese-developed predecessors. So many of the things that make Square Soft RPGs good have been ignored, with the result being a mildly entertaining arcade adventure that, if you enjoyed *Illusion Of Time*, will probably keep you occupied for about a week. If it didn't say Square Soft on the box you'd probably never guess where it came from. Let's not be too downbeat: *Evermore* is still light years better than so many games that pass through this office, it's just that it had the potential to be so much better.

Oh, and one last thing, the packaging artwork is absolutely rubbish.

● **Wil Overton**

Tony says...

It saddens me to say it after waiting so long for the game, but I'm not really convinced by *Evermore*. It's not just the sad, cheesy jeans-'n'-T-shirt persona of its main character, nor the slightly messy look to some of its graphics (most notably the other characters you meet on your quest, some of which are incredibly poor). No, what I find most baffling is that it's taken no less than 42 staff to put the thing together, with *nine* people credited with crafting its storyline. Sure, they've done well in creating something which doesn't obviously rip off any existing RPG's theme (to my knowledge, at least), but I was expecting something more than what's on offer here. Admittedly I've not played the game as much as Wil, but that's partly my point – I didn't really give a chuff what happened to the inhabitants of the village of so-and-so, so consequently I wasn't at all bothered when I saw Wil doing his normal trick of sneaking the review cart into his bag before leaving the *Super Play* office for the evening.

Plot and uninspired characters aside, we have to look at its strengths as an action RPG. Here it falls rather short of the standards set a while back by the likes of *Soulblazer*, *Gaia* and chums, with a noticeably flimsier feel. In fact I reckon it plays more like *Addams Family Values* than a bona fide action RPG. (The dividing line between 'action RPG' and 'adventure' is a fine one, but still significant.)

Credit is due for attempting to come up with a new style of magic system, and I can't deny that there *are* some good things to see and do throughout the game. But it all feels so damned lightweight when you compare it to something on the scale of one of Square's Japanese productions. The bottom line is that *Evermore* will make you realise just how spoilt you've been with *Mana*.

WORKING TOGETHER

Evermore might be restricted to a one-player game but you can switch between the boy and dog for some top co-operation antics. Unfortunately, sometimes the dog will appear with the boy even though he's meant to stay in a separate room. When this happens there's nothing to do but restart the game. Bugs, eh, don't you just hate 'em?

Above: Bugger, it looks like there's no way through this locked gate. Where on Earth's that dog when I need him?

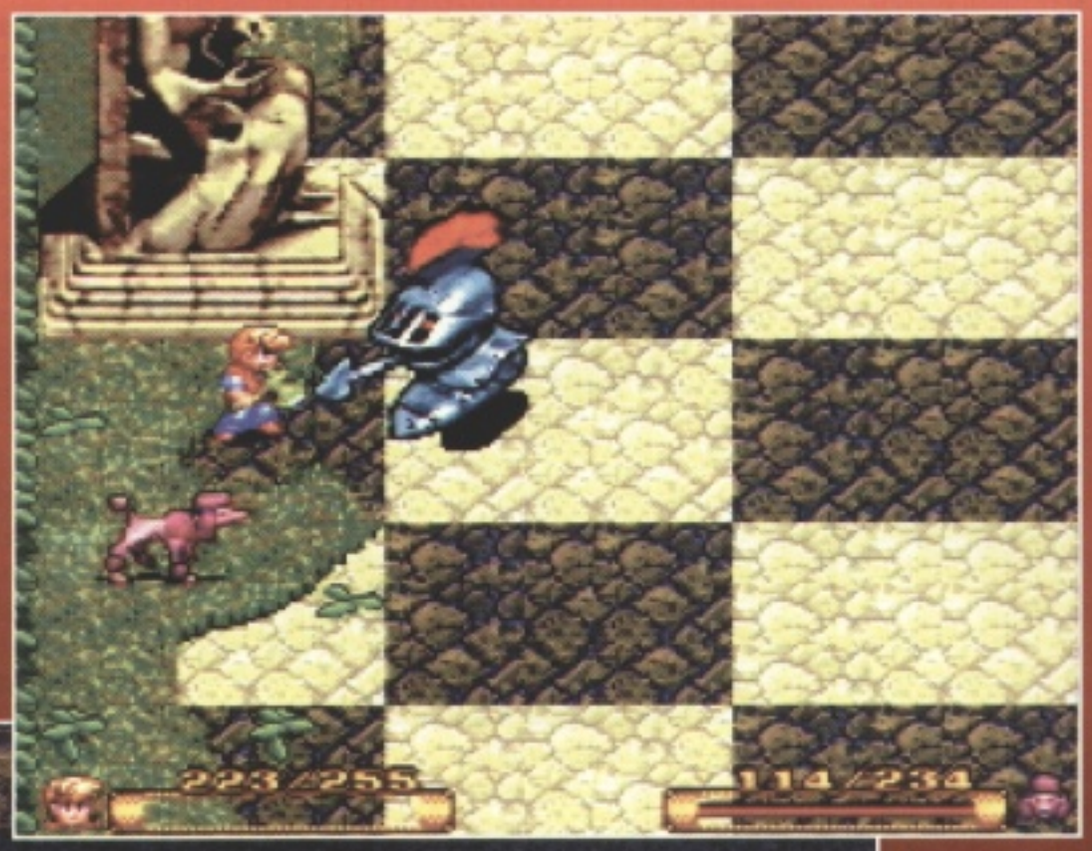
pids gets our
historia to

who don't
see

PG's
ast), but
re than
ly I've
s Wil,
dn't
ned to
so-
't at all
his
view
the
g.
ers
engths
ather
ile back
and
er feel.
e
oona
ine
enture'
t.)
to
agic
here are
feels so
scale
that
just
ana.

Hey, this Evermore place is sure nutty. Now we're being attacked by a They Might Be Giants Chess Piece Face.

Below: Handily, you can target more than one enemy at a time with a spell. But they must be all on-screen at the same time.



The Revealer spell in action. There are a few occasions where you'll need a certain spell or item to proceed.

RINGS ON THEIR FINGERS

Above: Armour buying is a simple affair and just a matter of upgrading.

The ring menu system is familar to *Mana* players and, knowing a good idea when they see it, Square USA have ported it lock stock and barrel to *Evermore*. In order to stock your ring, though, you'll need to buy stuff, and this is made slightly harder and infinitely more frustrating by having different currencies in every zone.

Above: High finance in action.

Above: As there's only limited room on your spell ring, regular trips to a kindly old geezer who'll let you re-equip your spells will be necessary.

Right: Always keep a Healing spell equipped in your ring. Top tip!

I've played a few RPGs in my time and I'll tell you now, there's something amiss here.

Secret Of Evermore
SquareSoft USA

GRAPHICS	SOUND	GAMEPLAY
83%	86%	80%
GAMELIFE	OVERALL SCORE:	
77%	81%	

VERDICT: Placed in the glare of the best of Square's Japanese games, *Evermore* withers, wilts and goes a bit manky at the edges. A lot of effort has gone into its production, though, and it's certainly a welcome UK release.

EVERY HOME SHOULD HAVE ONE

Enter the giant lightbulb hidden (well, heavily signposted) amongst the trees on the first level and you'll find yourself whisked to the foot of a flight of stairs. The music takes on an odd mediaeval note, and Jim climbs aboard... the stair lift. As he ascends, old ladies fall past, and he has to speed up and slow down to avoid them. Should one land on him she'll beat him back to the bottom again. If he gets to the top, his reward is access to a set of flamethrowers.

EARTHWORM JIM 2

Be advised that if you cut your Earthworm Jim 2 cart in half, it will stop working.

Even if Britain's greatest minds were applied to the task, it would be impossible to think of an adjective that neatly encompasses Earthworm Jim. And the same goes for *Earthworm Jim 2*. Probably what's best is if I just tell you what happens in it, and allow your neural pathways to fill in the rest.

Level 1, and all's quiet. Jim is standing in some sort of forest, being attacked by flying octopusses which he can bring down with his machine gun. There's an extra life perched tantalisingly above his head which he can only reach by running away from it for several screens, clambering up until he's hanging off the ceiling by his (shudder) 'snot rope', and doubling back on himself. And there are some platforms to jump about on. This could almost be a film/comic/toy/anything-at-all licence.

But what's this? Jim encounters a lake with an innocuous-looking goldfish bowl floating in it. As he attempts to cross the lake, a cat, wearing goggles, springs up from underneath the goldfish bowl, punches Jim on the nose and disappears back beneath the waves. (This happens so fast that you've got to Pause to get a clear view.) A puzzle, clearly. Perhaps the message that's flashing on the screen, "USE THE PIG", is a clue. We scamper back a few screens and lift a pig out of a

UK Release

Game: Earthworm Jim 2
Publisher: Virgin
Developer: Shiny Ent/Playmates
Price: £49.99
Release: Out Now
Players: 1
Cart ROM: 24 Mbit

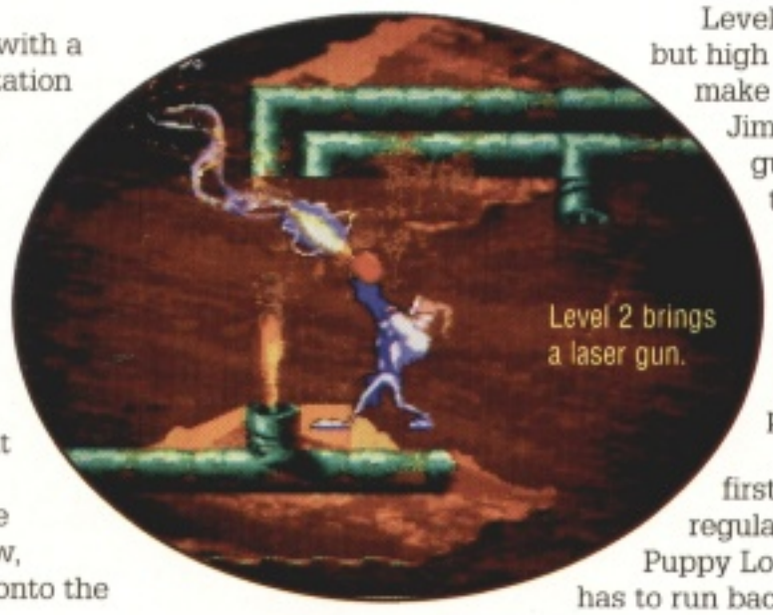
Here you're running around piles of paper, while pages scroll behind.

re some platforms
could almost be a
-at-all licence.
encounters a lake
oking goldfish
As he attempts to
ke, a cat, wearing
ggles, springs up
om underneath
e goldfish bowl,
punches Jim on
the nose and
disappears back
beneath the
waves. (This
happens so fast
hat you've got to
ause to get a clear
ew.) A puzzle,
rly. Perhaps the
n the screen,
. We scamper
ft a pig out of a

pig pen. Staggering under its weight, and mostly obscured by its bulk, Jim returns to the lake, places the pig at the top of a ski-jump and, by pulling a lever, launches it towards the goldfish bowl. It lands head-first in the bowl and sticks there, allowing Jim to pass.

A little further on, Jim enters a tree-trunk to find that the only way up it is via a stair-lift (of the type advertised in Sunday colour supplements). As he ascends on it, irate old ladies fall past him, and batter him with their handbags if they catch him. Meanwhile there are Jaws posters on the wall.

Level 1 ends with a climactic confrontation with another goldfish. It snarls at Jim from its bowl, and the word "FIGHT!" appears on the screen. Jim reaches into the bowl with two fingers, plucks out the fish and swallows it before erecting a see-saw, hurling a weight onto the other end and catapulting himself (in what is to become a running see-saw joke) into the next level.

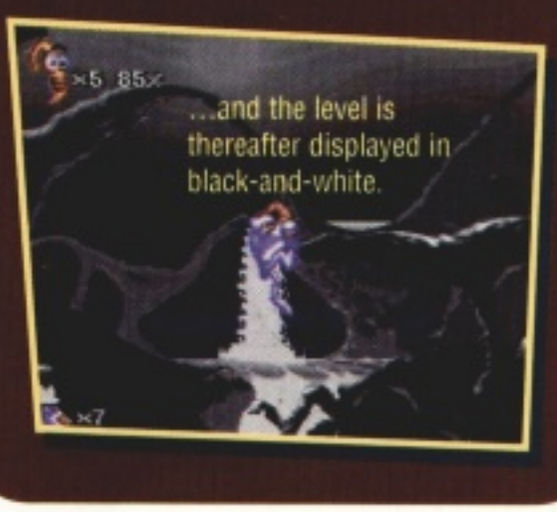


Level 2 is low on gags but high on innovation. To make his way around it, Jim has to use a laser gun to drill his way through the soil. As earth falls from the ceiling the floor level is raised, allowing him to reach higher platforms.

Next comes the first appearance of a regular sub-game called Puppy Love, in which Jim has to run backwards and forwards bouncing puppies towards their dad as they're hurled from the window by – what's Earthworm Jim's deadly enemy called? – Earthworm Jim's deadly enemy.

And next there's my favourite level of all: Villi People. The hectic pace of the previous levels is forgotten as, to the soothing strains of Beethoven's

(SHRUG.)



EARTHWORM

A PIG OF A PUZZLE

As in *Earthworm Jim 1*, many of the puzzles seem to involve carrying livestock around..

The route appears to be blocked by a plug with a platform attached to it via a pulley. Stand on the platform and the plug lifts out a bit, but not enough.

If he stands on the platform with the pig, the plug lifts all the way out.

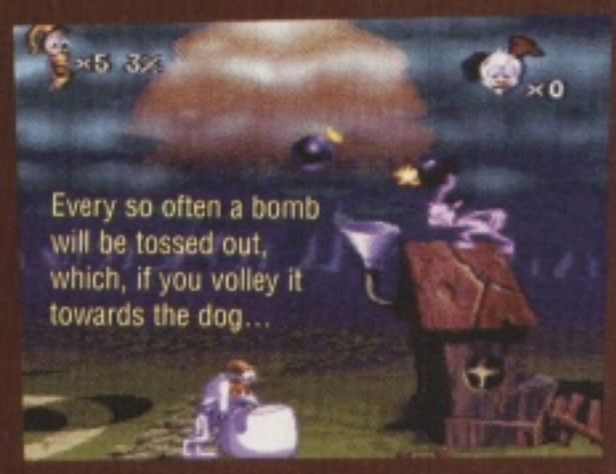
The solution lies within a nearby pig pen. Jim heaves out a pig and staggers back to the pulley.

But as soon as he puts the pig down and gets off, it drops halfway in again. The answer?

ANIMAL RESCUE

A recurring level in *EWJ2* is Puppy Love, which gets harder each time you play it.

As the baddy ('Scare Crow', or something?) tosses puppies from his window, you must bounce them, Game-and-Watch-style...



Let too many puppies smack into the tarmac, though, and the dog will lose his temper. There is, of course, no explanation for any of this.

Moonlight Sonata, Jim swims slowly though... through... er... It looks sort of organic, with the walls coated in what I recognise from my biology lessons as microvilli. If you brush past these, the whole screen convulses in delightful ripples of Mode 7. But there are pinball bumpers which will catapult you into the sides if you hit them. And pencils. And if you swim down to the bottom the floor is tiled, and there are little windows through which moonlight filters. It's fantastic. Reach the end and there's a bizarre game show which I don't understand at all.

And so on. The next level is a diagonally-scrolling shoot-'em-up where people are catapulted up from the ground and hang onto Jim's legs until he manages to shake them off. And then there's more Puppy Love, and then a bit where you carry cows around, and then a level where you inflate Jim's head and float him upwards, and I won't ruin it for you by describing any more.

I'm probably not getting it across very well, but, basically, as well as working perfectly as a platform game, with no irritating flaws at all, *Earthworm Jim 2* is inventive. And funny. It dispenses entirely with platform game conventions and replaces them with whatever happens to pop into its designers' heads. (Which, fortunately, seems to be interesting and entertaining things.) They've thought of stuff and, rather than going "Nah, that would be silly" or "Well, it's a great idea but it would take ages to do and we'd have to draw loads more animation frames and everything", they've just done it. The result is a game that's as much fun to watch as the very best Monty Python film.

Which would be great if it *was* a Monty Python film, available for £11.99 from all good video stockists.

But it's not.

It's a £49.99 video game.

Delicious graphics, amusing jokes and chucklesome sub-games aside, *Earthworm Jim 2* is actually no more exciting or compelling than any other competently-produced platform game, and I've already got lots of them. Encountering the jokes and eye-popping level designs is highly entertaining the first time around – I laughed until the man in the flat downstairs came round and complained – but they'll start to wear thin after you've played it through a few times. (Which, with limitless continues, shouldn't take long.)

If you did buy it, though, you'd probably find yourself suddenly very popular with your SNES-owning chums.

● **Jonathan Davies**

Carry cows into the milking shed and their milk will cause the gate to be raised. Obvious, really.

The irritating yet fantastic scrolly shooty level.

Dessicate the earth and it shall yield. Also, avoid the slimy baddies.

ne very best Monty

eat if it *was* a
lable for £11.99
kists.

ame.
amusing jokes and
s aside,
ually no more
han any other
latform game, and
hem.
and eye-popping
ntertaining the
ghed until the man
me round and
start to wear thin
rough a few
less continues,

ugh, you'd
ddenly very
owning chums.
Jonathan Davies

hed and their milk
ed. Obvious, really.

WAITING GAME

"Never mind all that," the *Super Play* readership cries as one. "What we want to know is what happens if you don't touch the controls for a while."

Jim stands there jiggling up and down for a bit.

Then he reaches deep into his pocket and pulls out what appears to be an Elvis, which stands on his hand, gyrating. Then he throws it away.

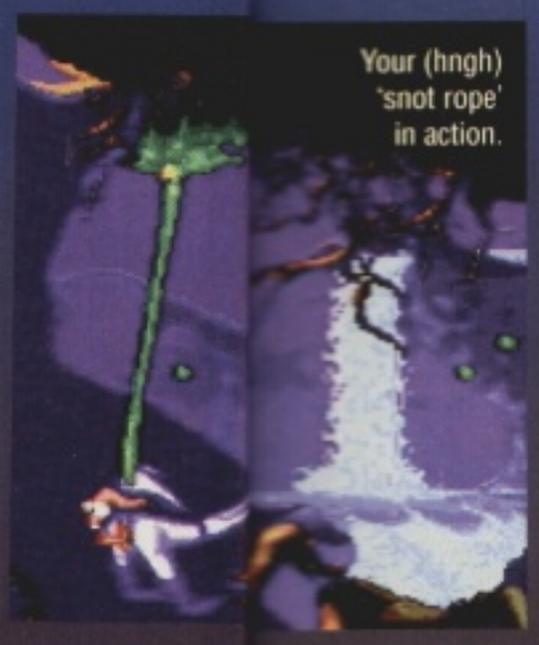
Hold off a bit longer and Jim reaches into his pocket and pulls out… a book? Yes, probably. (It's a bit hard to see.) He tosses it high into the air.

Next, he fishes out another Elvis, lets it dance on his hand for a bit, and puts it away again.

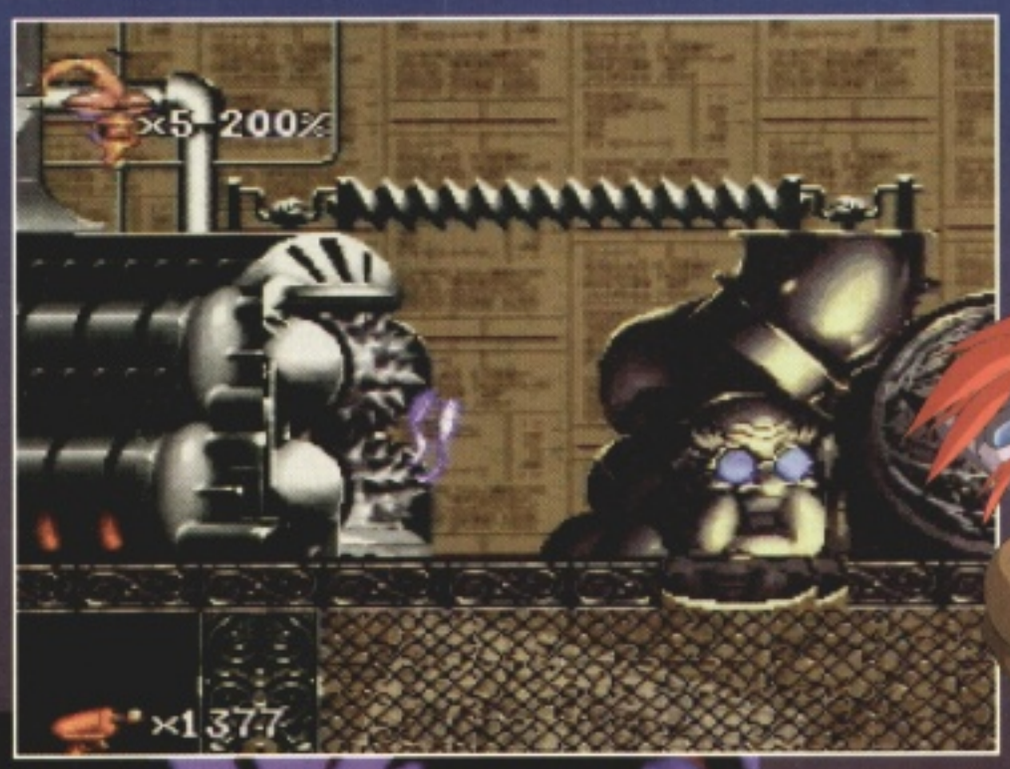
As he wonders what to do next, the book from two captions ago falls on his head and knocks him over. *(This, truly, is what makes life worth living. – The readers of Super Play)*

These girls appear between levels, for no adequately-explained reason.

Guard the cows carefully, for they are your ticket to the next level.



Your (hngh) 'snot rope' in action.



More from the paper-filled level, and a giant machine.

Here you must inflate your head in order to drift upwards.

EARTHWORM JIM 2 Virgin

GRAPHICS	SOUND	GAMEPLAY
95%	93%	83%
GAMELIFE	OVERALL SCORE:	85%
61%		

VERDICT: Even more laugh-filled than the first game, and not a runaway mine-cart in sight. If you've got loads of spare money, definitely buy a copy.

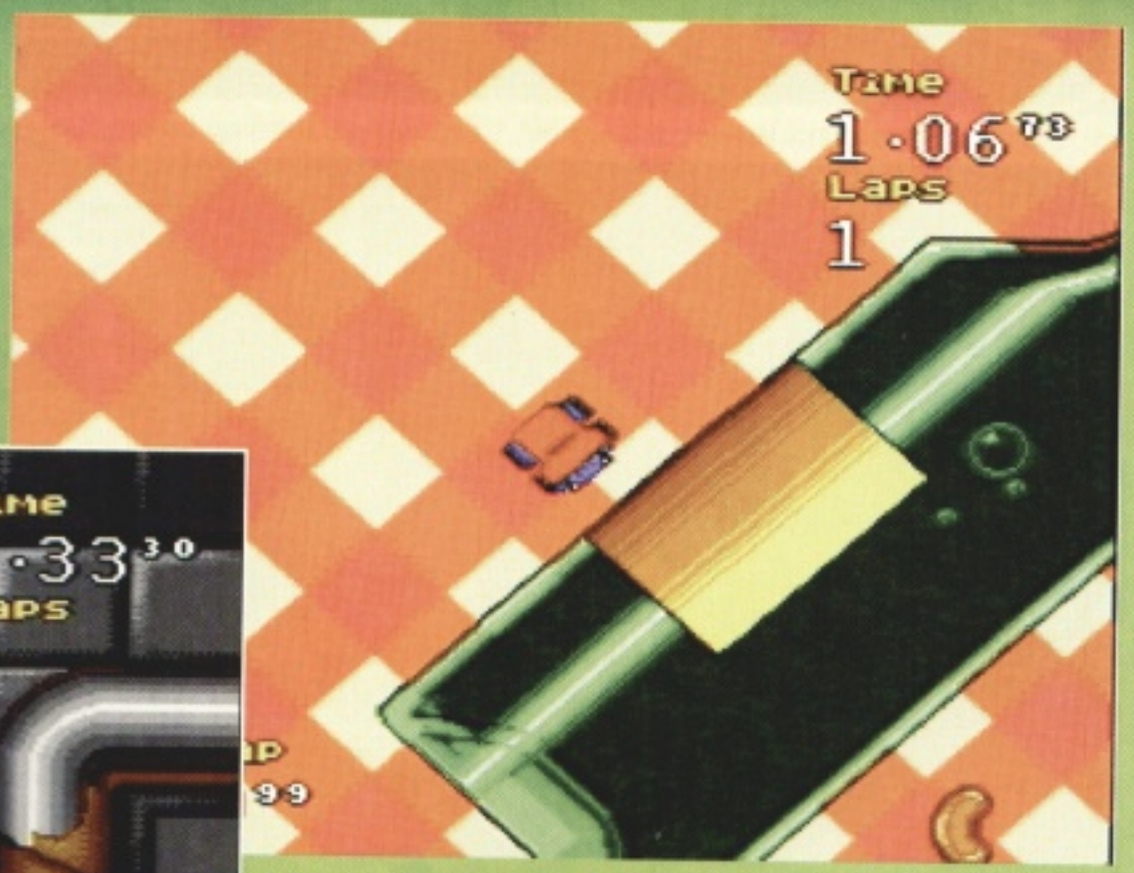
MICRO MACHINES 2

What's that you say? You've already read an *EXCLUSIVE* review of this elsewhere?

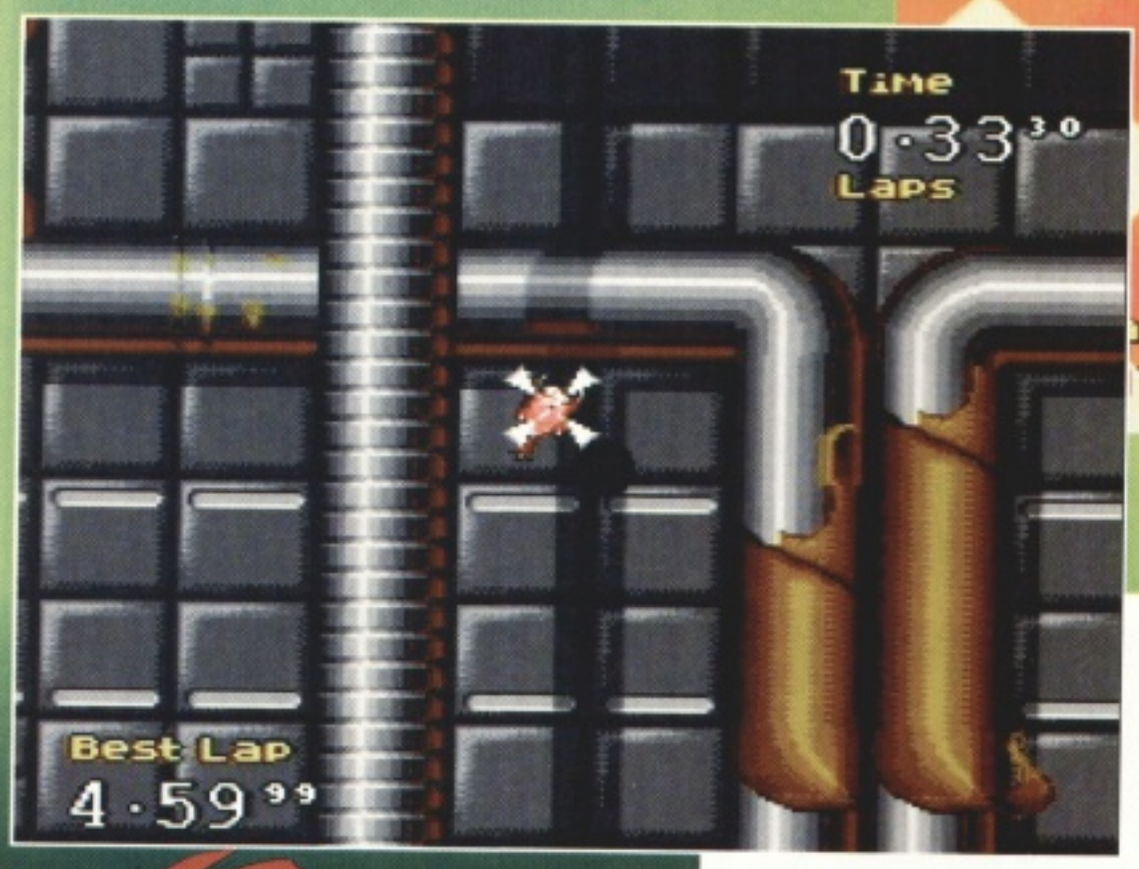
UK Release

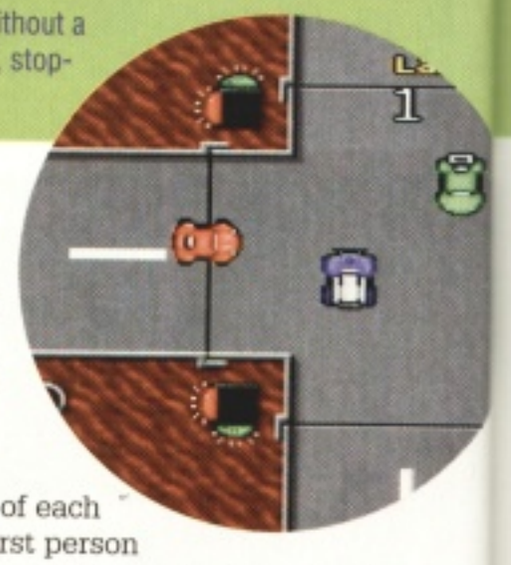
Game: Micro Machines 2
Publisher: Ocean
Developer: Codemasters
Price: TBC
Release: Out now
Players: 1 to 4 simultaneously
Cart ROM: 8 Mbit

Oh yes, I could do with a good, long drink.



The chopper course has to be, without a doubt, the most picky, confusing, stop-starty track in the entire game.





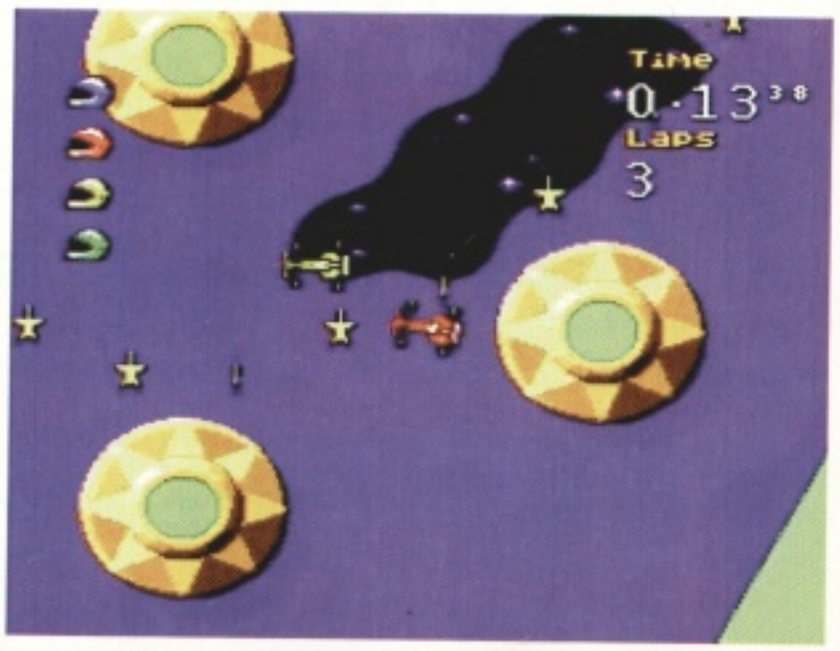
So half way through the race, you have to stop for traffic – the lights are against you.

The Codies were on the mark when they released *Micro Machines* almost exactly a year ago – the game made no claims to being anything more than a bit of fun with little cars on zany tracks, and it worked. The sequel is no different – you're still controlling a feisty little vehicles, bouncing other drivers off the track and re-enacting famous skidding turns from *Starsky and Hutch*. It's an overhead racer that works like every other overhead racer. Ever. Including the original *Micro Machines*.

If there have been any alterations to the original game, they're concerned with depth more than gameplay – you now get to play with a convertible, a rally car, dumper truck, hovercraft, a dragster, a bug and even a chopper, amongst other things (16 different vehicles appear in total). There are also far more tracks to race on, each needing a specific vehicle.

Yes, it's still an odd concept – racing around a track a few times, battling for the lead over a few laps around a brekky table. For those not familiar with the original, multi-player races are fought in short bursts, the winner of each being the first person to get the screen's distance ahead of the other cars. When this happens, the winning car scores a point, and the other cars are bought forward to its position where the race starts anew. Undoubtedly the biggest attraction of the game is this multi-player mode, but it isn't racing as we know it...

The problem with just having to break away from the pack – which is essentially what's being asked of you – is that as you gradually draw nearer to the edge of the screen, you'll find you're driving blind,



Tracks like the pinball table require total accuracy or you'll start rebounding, losing time.

MICRO MACHINES 2

Codemasters

GRAPHICS	SOUND	GAMEPLAY
65%	55%	89%
GAMELIFE	OVERALL SCORE:	88%
82%		

VERDICT: Not a game for the faint-hearted, perhaps, but a veritable laugh riot in multi-player mode.

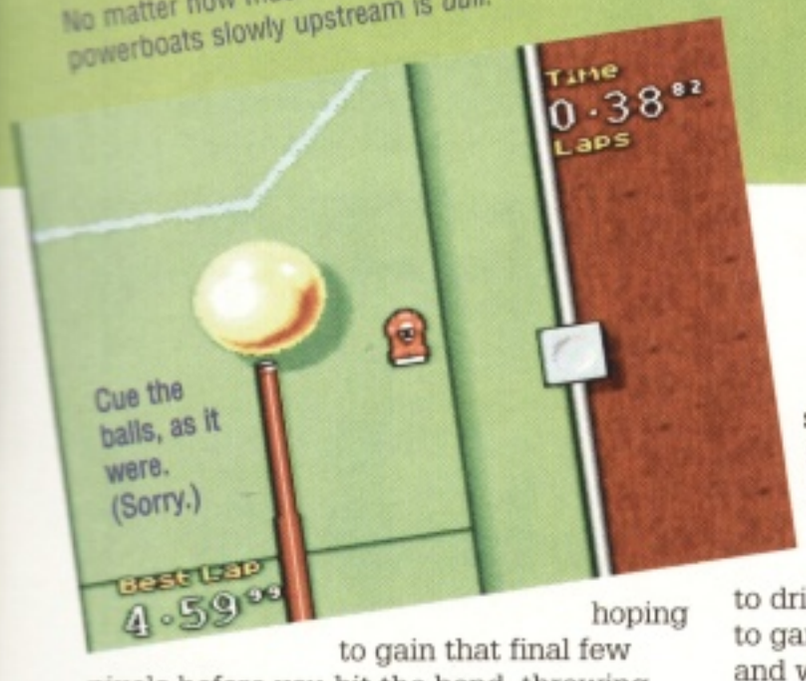
You've
LUSIVE
here?

2

ahead of the
ens, the winning
other cars are
on where the
dly the biggest
s multi-player
we know it...
aving to break
is essentially
is that as you
e edge of the
ving blind,

If you do a time trial for the second time, you get a shadow of your current best time to race against.

No matter how much excitement they pack it with, racing powerboats slowly upstream is *dull*.



hoping to gain that final few pixels before you hit the bend, throwing your car in any possible direction to get there. Just behind you there'll be someone trying to get past you, shying away, knowing that if he rear-ends you he'll give you that extra little push and you'll win. In the middle of the pack there's a gnarly tussle to knock the other drivers off the track completely, while the driver sitting at the back gets chased by an ever-advancing screen edge, never able to slow down for fear of being the loser. He's also the driver that can directly affect the front of the pack, as the longer he stays alive, the longer the lead car has to drive blind. So the lead driver has to gamble on guessing the bends and winning, or missing a bend and crashing, losing a point and rejoining the pack at the back. This makes for a wonderful game of strategy, skill and fluke, that you should definitely try out if you're bored with normal racing games. Having said that, a normal game would have been nice, were it not for the fact that any split-screen would mean having to get to know the tracks even better.

The tracks are the most recognisable feature of *Micro Machines* games – they're a collection of life-sized objects, huge and looming in relation to the little matchbox-sized toys you're driving. These enjoyable, slightly bizarre courses are much more than a setting for the racing action, as you won't stand a chance of winning unless you know exactly what's coming up and where. The vehicles are tricky to control at high speeds and an unexpected turn is almost impossible to catch, making learning the courses off pat the only way to excel. In multi-player games, this means a slow first lap, no-one daring to stray into the unknown too quickly for fear of crashing.

Unfortunately, the one-player mode isn't as easy to master. Though you can access time trials of the two-player courses, learning all 27 inside out, the tracks on the one-player-versus-CPU-drivers league are completely different, and can't be accessed any other way. The only way to learn them is to continually play the challenge game, and continually lose. This is a shame, as it makes the one-player game a little too difficult, especially when you're up against some computer players that hug every corner and take every short cut.

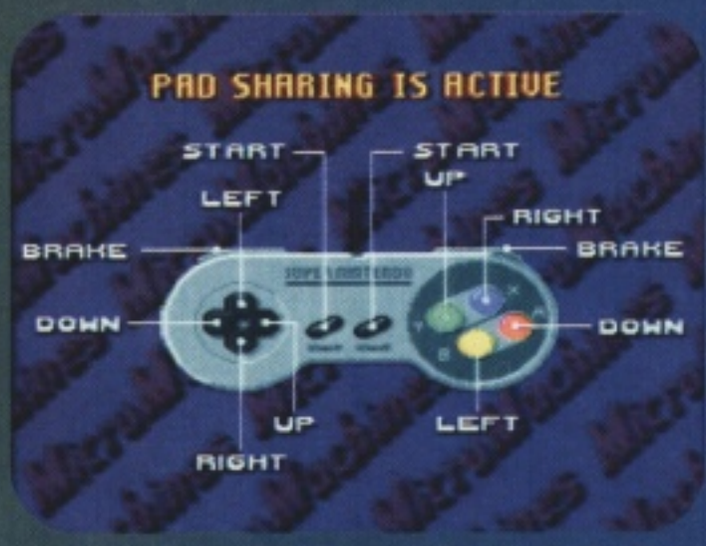
Micro Machines 2 is nothing startlingly new – most gamers have seen this kind of racer before. Fortunately it adds just enough novelty to the classic mixture to make itself worthwhile, although it's fair to say that this kind of gameplay is getting more dated by the minute. No. Hold on...

● **Simon Forrester**

Hmm – stray too far form the flowers and you'll never work out where you're supposed to be going.

"TAP TAP TAP TAP"

It's official – the *Micro Machines* games hold the honour of bringing videogamers closer together. If you don't have a multitap to handle the simultaneous four-player mode, you see, you can set up games so that two players share one pad, making for a social event to rival Zy's infamous *Bomberman* evenings. Unfortunately *MM2* doesn't come packaged with vouchers for money off those inevitable visits to the clinic for arthritis treatment...



The blue car gets a screen ahead, scoring a point. (© InformoCaptions, Inc.)

Winning is all that counts. Taking part means nothing.

FRANTIC FLEA

Fleas survive by travelling to their host's eyeballs while they're asleep and drinking the fluid. Euch.

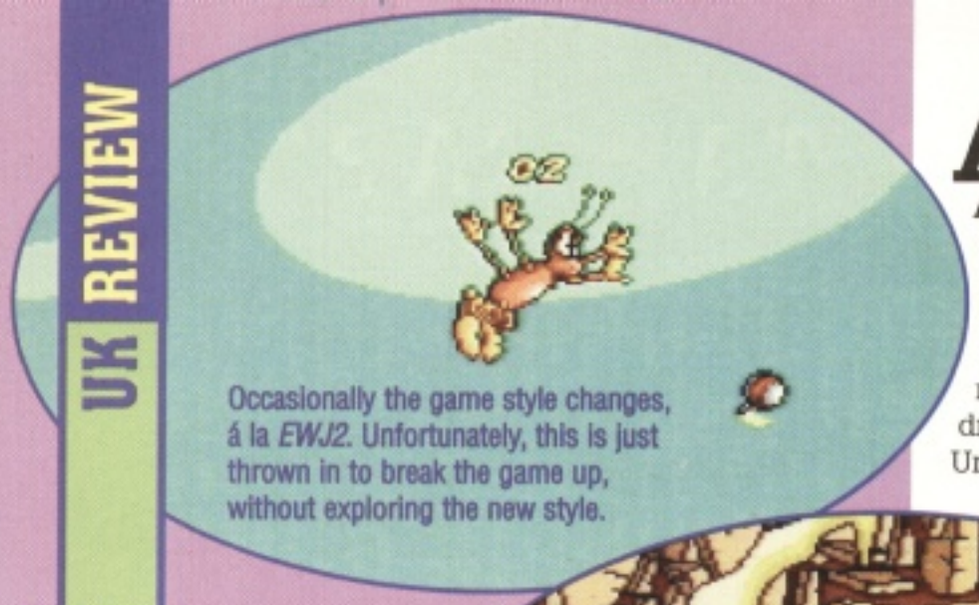
Another month, another trip to the *Super Play* offices to see if they've got any top SNES treats to review. Another review, another license platformer, and we all remember the hit *Frantic Flea* cartoon, don't we?

Of course we don't. It never existed. The lengthy, oh-so-important licensing message refers to a character that was drawn especially for this game. Unfortunately, the trademark symbols had their usual, bad effect on the programmers, forcing them to produce a piece of poor, unplayable pap. Some nondescript aliens have captured all of the little fleas and taken them to their homeworld, where our cute and characteristic pal Frantic must rush around a series of 18 levels, rescuing them. This basically means navigating each level with an ever-increasing number of fleas in tow, defeating aliens and finding the exit, following fleas intact. So far so good...

Or rather not. This game is a list of everything platform games shouldn't be. Each level is littered with things that hurt, the shock making Frantic lose all of the fleas he was helping. These fleas instantly vanish, meaning that taking one hit undoes everything you've done on that level. You could start again, were it not for the fact that there'll only be 20 seconds left on the clock. Basically, if you make one mistake, forget the fact that you're still alive – you really have little chance of completing the level.

And getting hit is surprisingly easy. For a start, the aliens regenerate almost as soon as they get a chance to, so you can never hurry anywhere – it's impossible to stop the dash before you run into that unexpected alien you've already killed twice before, so you'll hit it, losing all of your fleas and ruining your chances with just one mistake. It turns out that the only way to combat this is to continually hold down your spinning attack throughout the entire game, for fear of making just one tiny little mistake.

Aliens aren't the only thing you have to worry



Occasionally the game style changes, á la *EWJ2*. Unfortunately, this is just thrown in to break the game up, without exploring the new style.

You have to duck just here. The heights are worked out so that this is the alien you have to duck for. No flexibility. No player freedom.

Each level has its own individual, erm, scenery. And everything.

UK Release

Game: Frantic Flea
Publisher: Gametek
Developer: Haüs Teknikka
Price: £40
Release: January
Players: 1
Cart ROM: 16 Mbit

"IT'S GAME OVER"

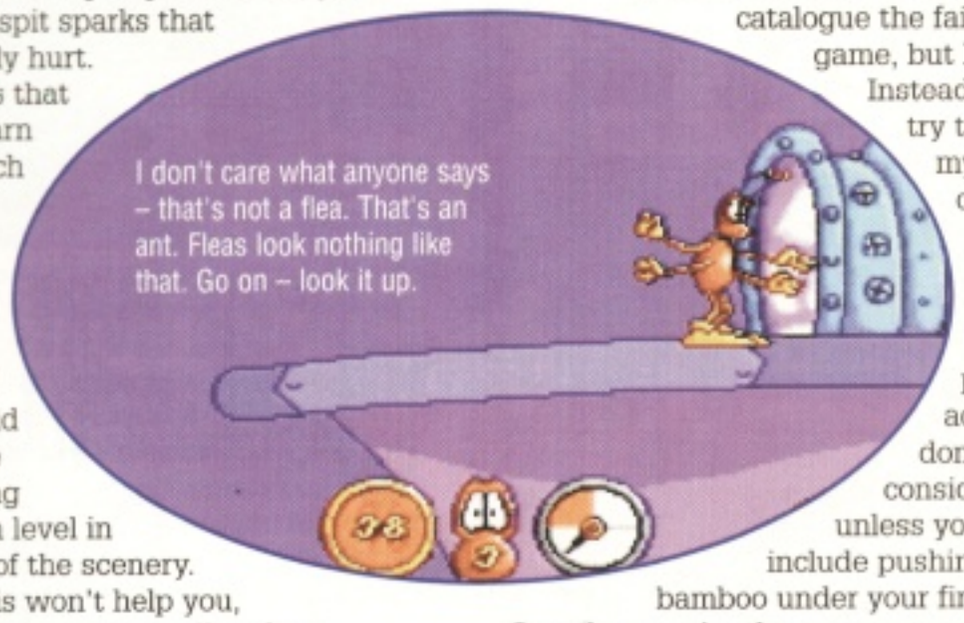
Why is *Frantic Flea* so damned irritating? Is it really as bad as all that? Surely we're over reacting. The short answer here is 'no'. Read on for the longer answer...

The zappy thing at the top won't hurt you. The zappy thing at the bottom will. One life down.

The little joining platform at the top is solid, but the one at the bottom isn't, plunging you to your death. Two lives down.

The invulnerability at the top is handy, but it means you can't break the glass to save the fleas. Three lives gone. Game over.

about, though, as Frantic's also plagued by their technology; odd induction coils spitting sparks which make him lose all of his fleas, trashing one of your lives. Sometimes. Some of the coils don't spit sparks at all, you see. Others spit sparks that don't actually hurt. The result is that until you learn exactly which of the near-identical objects hurt and which don't, you'll have to avoid every single one, creeping around each level in mortal fear of the scenery.

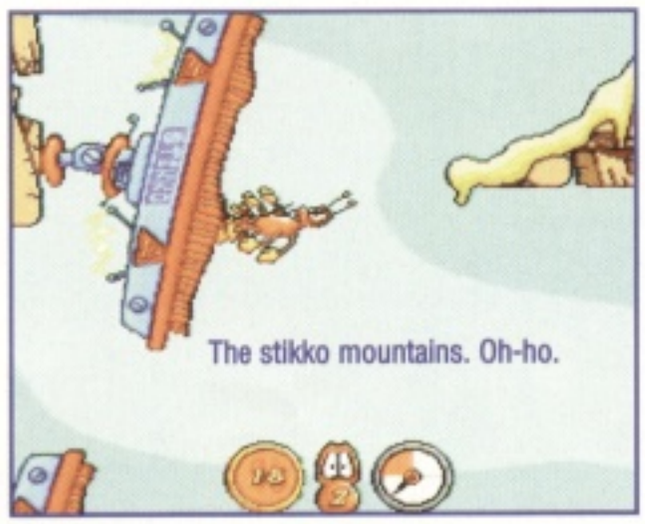


Even this won't help you, though, as Frantic also suffers from boundary death. That's right – you can fall off the bottom of the screen. Unfortunately, there's no way of looking down, so when those desperately needed fleas run off the end of a platform, there's a 50% chance that following them will lead to instant death. So you'll carefully keep track of how high you are, which won't help at all, as some of those solid, identical platforms aren't solid at all, unexpectedly plunging you to an untimely and extremely irksome death.

Oh, I wish I had ten pages to catalogue the failings of this game, but I don't. Instead, I'll have to try to convey my despair over this unfair twoddle with a heartfelt piece of advice – don't even consider buying it unless your hobbies include pushing shards of bamboo under your finger nails. Or unless you're the programmer in which case you'll know exactly when to jump, avoid, spin or wait. But even then, I doubt even he would have much chance of having fun playing it.

● **Simon Forrester**

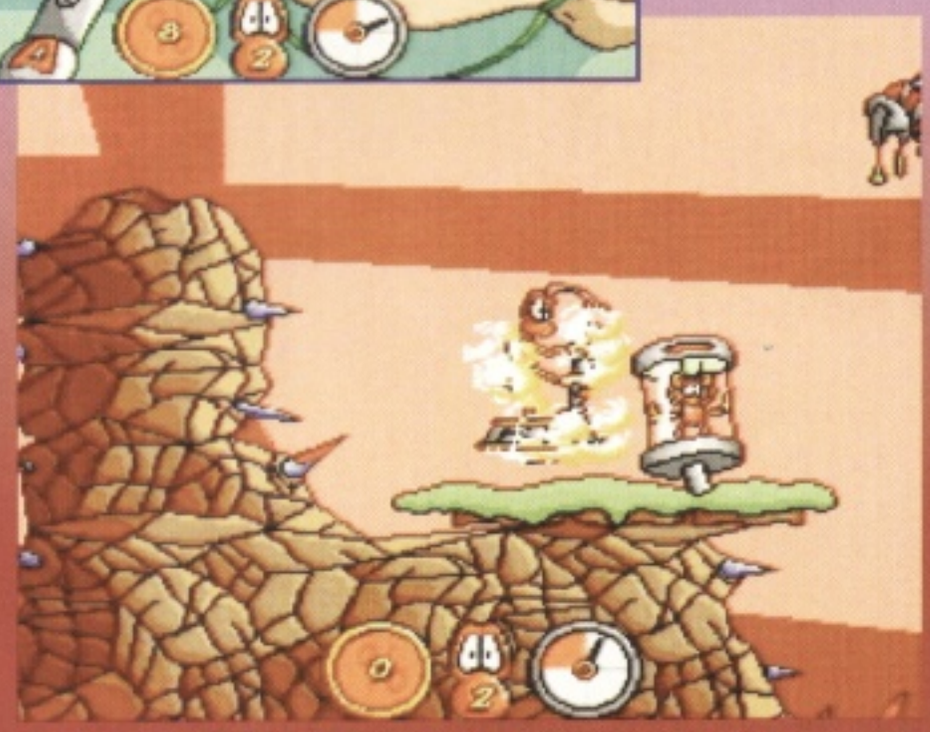
They seem to have spent long enough on the graphics, at least.



The stikko mountains. Oh-ho.

You've jumped onto a platform, and there's an alien heading your way. This means you'll spin, he'll walk into you, and you'll go flying off the platform again. Try it – I guarantee that'll happen.

This is the bottom of the screen. It looks like every other part of the screen, but this bit kills you. Learn it.



Oh, how foolish of me – I accidentally let my hover car touch the ground, so of course I died instantly. Of course.

You kill the aliens with your spinny attack thing – hold down the button and repeatedly walk into them. No fun.

ANTIC FLEA

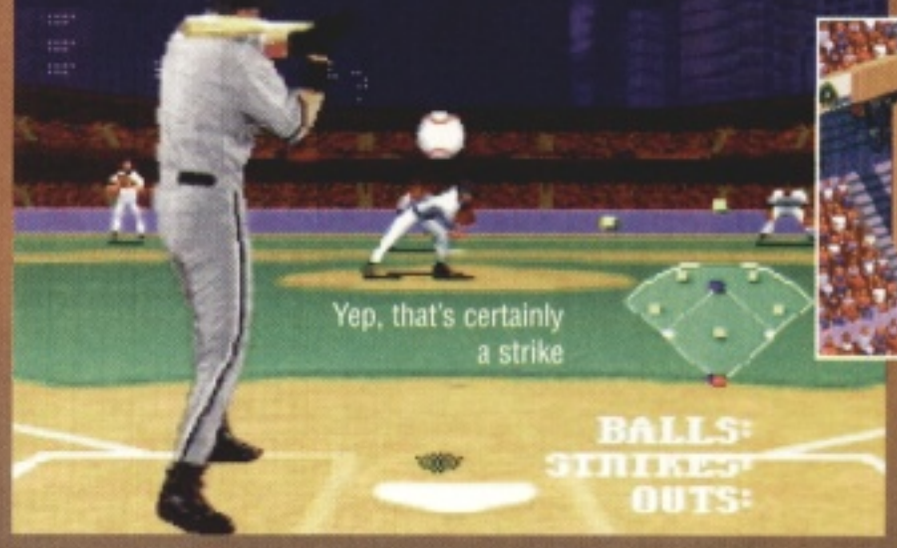
Gametek

GRAPHICS	SOUND	GAMEPLAY
77%	63%	20%
GAMELIFE	**OVERALL SCORE:**	**29%**
49%		

VERDICT: One day, I'm going to find the people who wrote this game, and I'm not going to very pleasant to them.

BIG HURT BASEBALL

Rounders never hurt anyone.

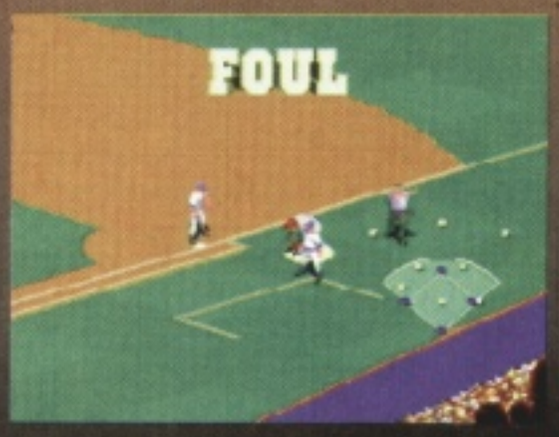


Beat that, then!

BIG HURT BASEBALL Acclaim

GRAPHICS	SOUND	GAMEPLAY
89%	65%	70%
GAMELIFE	**OVERALL SCORE:**	
70%	68%	

VERDICT: A realistic and in-depth sim. There's immediate gameplay here, good looks and strategy. But it's all a waste, 'cos, after all, it's baseball.



Your first few swipes will result in some less than ideal hits. Doh.

Plenty of numbers keep stats-fans happy.

UK Release

Game: Big Hurt Baseball
Publisher: Acclaim
Developer: Iguana
Price: £TBA
Release: Out now
Players: 1 or 2 (simultaneously)
Cart ROM: 24 Mbits

Let's get down to business... this looks superb, but who really cares about baseball? Very few of us indeed. A number of American sports have made it in the UK and Europe – basketball, American football and ice hockey have gained a following here – but America's favourite sport is just too close to rounders for us to take seriously. SNES owners go mad for hockey but they'll never pad up and hit the ice themselves – that's because the sport lends itself well to console gameplay. The same can't be said of baseball.

Which is frustrating, because there's quite a lot in *Big Hurt* if you dig deep. The gameplay's not immediately rewarding. You can either hit the thing, or you can't, and you either have a sense of where and how to pitch, or you experiment until you get a result. But stick with it and you might just get hooked by the subtleties of a defensive field positioning or a split-knuckle pitch, and it'll become second nature which base you should return a ball to, without glancing at your radar.

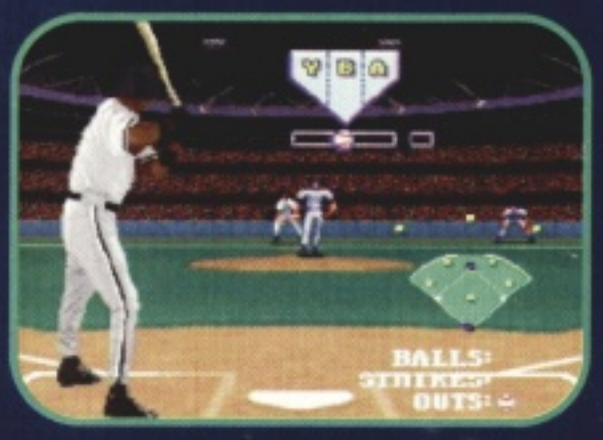
Then in comes the strategic element. What are each team's strengths? Who should you select from your Bullpen? Can you tell when your pitcher needs substituting? You've picked up the basic feel of the game from the exhibition mode, but could you handle a season or play-off? Are you ready for base-stealing, leading-off and selecting plate quadrants? Hmm, perhaps it *is* bigger and cleverer than rounders after all.

Have a gawp at those graphics for a moment. Incredible, aren't they? They're thanks largely to motion captures of baseball ace Frank Thomas. The pitchers' and batters' movements are based on a series of captures made in Iguana's US studios and used as the basis for the drawn 3D characters. Now, Frank may well be a baseball ace, but he's rather portly, and all the characters take their stature from his. Shame.

Unless you're already heavily into the intricacies of baseball *Big Hurt* is extremely unlikely to attract you. Even through the very basics are simple enough to acquire, and a deal of patience and manual-reading will reward you, and the looks are fantastic – which should add up to a package we'd heartily recommend – it's just not worth the bother for most of us. Americans will probably buy it, but then they're interested in stats and sitting around for ages between each snippet of action. We aren't, so don't.

● **Josse Bilson**

PITCHING OPTIONS



As well as the direction you can select height and pace, and try out 'split-knuckles'. Super!

STRIKE ONE!

This is where all the action takes place. (But not necessarily in this order.)

HEBEREKE'S POPOITTO Marubeni

UK Release

Game: Hebereke's Popoitto
Publisher: Marubeni
Developer: Sunsoft
Price: £39.99
Release: Out Now
Players: 1 to 2
Cart ROM: 8 Mbits

GRAPHICS	SOUND	GAMEPLAY
70%	69%	87%
GAMELIFE	OVERALL SCORE:	
82%		86%

VERDICT: Not quite as good as *Super Puyo Puyo*, but a superbly playable, peculiar and funny game nevertheless, with weird woodland creatures.

No, I have no idea what it means either. But I do know that *Hebereke's Popoitto* is not only the best thing since *Super Puyo Puyo*, but is one of the most amusing games I've seen for ages.

Super Puyo Puyo, you might remember, was an incredibly addictive line-up-the-coloured-blobs game whose basic design owed a small debt to *Columns* on the Mega Drive, but whose unique elements inspired the creation of the excellent Sega version *Dr Robotnik's Mean Bean Machine*. For those of you familiar with neither, the basic idea is to line up the blobs in rows of four – at which point they disappear. If you're too slow, they pile up to the ceiling and you die. There is, though, a lot more to it than that...

Not only do you have to line them up, but you must simultaneously destroy a number of constantly moving creatures, each one of which has its own colour which corresponds to one type of falling blob. So now, not only do you have to think fast to dispose of the rapidly advancing blobs, but you have to manoeuvre them down onto a baddie. The higher the level, the more creatures you must kill. As you can imagine, things begin to get just a tad tricky.

It's a bit hard to tell whether there's any kind of plot, but you do get to hop around a map at the completion of each stage. There's a fish called Jennifer in there, and a ghost that wears dark glasses, and every time you defeat one of them (by winning a stage), you get to be them instead of you. So, off you trot to the next match, but not before threatening the next creature. "I seem to have lost my egg," cries a cute little puffin at Stage 3. "Would you please get it back for me?" "Only if you can defeat us," trumpets the bird-in-a-hat-thing . Oh, and then a talking fish stands there for a bit and pukes all over the floor, but I haven't figured out why.

Hebereke's Popoitto is an addictive stick of brain candy with extra comedy Japanese bits, courtesy of the only nation that can make you laugh out loud at a video game.

● **Simon Cox**

Line 'em up and pop the blobs to win.

HEBEREKE'S POPOITTO

If you go down to the woods today, watch you don't get beaten up by a bird. In a hat.

ANIMAL MAGIC

It looks, for a moment, to be the same as all the rest of those coloured blobs games. But wait! What are those strange and terrifying creatures milling about on the screen?

You might think you're a bit tough, as you line up your colours, but look, you've completely missed the baddies. You'll have to do better than that if you want to win.

That's more like it. Remember, the baddies are coloured. Destroy them as you would a stinging insect that's running up your trousers.

And if you win, strange animals dance around, get drunk, and threaten each other. Walt Disney would turn in his cryogenically-preserving freezer compartment.

Look! It's a fish thing throwing up. Must've bought a Mega Drive.

unning's the easy bit.
It doesn't hurt at all.

RT
ALL Acclaim

GAMEPLAY
70%
68%
n-depth sim.
ay here,
ut it's all a
seball.

exhibition mode,
ason or play-off?
aling, leading-
drants? Hmm,
everer than

graphics for a
they? They're
aptures of
s. The pitchers'
re based on a
Iguana's US
sis for the
, Frank may well
rather portly,
their stature

eavily into the
Hurt is
ct you. Even
e simple enough
tience and
d you, and the
should add up
recommend –
er for most of
y buy it, but
tats and sitting
ach snippet of

● **Josse Bilson**

foot further right
d that'd be a foul.

This cut-away is very weird and only happens once in a blue moon. Tap your button to skin the defender.

We're not confident you could endure it for that long, but try out...

90 MINUTES

Were real football anything like *90 Minutes*, then an hour-and-a-half would produce plenty of 60-62 scorelines. Luckily for us footballers and managers everywhere, such boringly close and expansive scorelines exist only in the poorly playtested world of Ocean's foray into the booming football market.

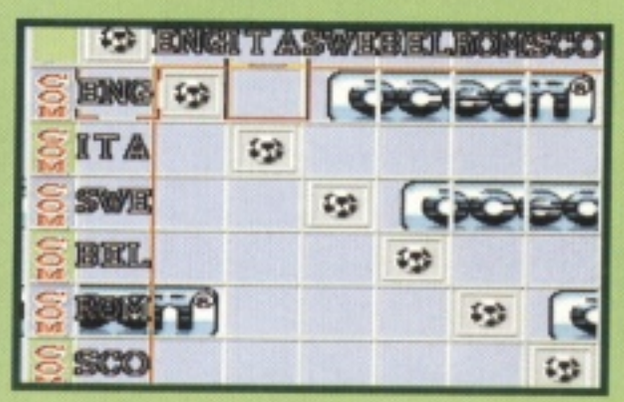
The monkeys that playtested this game must have seen some of the game's more obvious flaws, and if they did, why did nobody listen to them? The players are too responsive, for starters. For all the bitching that goes on about *FIFA*'s sluggish turns, you can see the point of a bit of inertia, especially after playing *90 Minutes*. In the two-player game it's far from unusual to pick up the ball in defence and run the whole length of the pitch before blasting the ball home. How? Well, you'll need to master an advanced technique, not previously taught by the FA – wobbling the player all over the shop. That way, nearly all challenges go by the wayside.

While this might be fun for the attacking player, it's a mite frustrating for their opponent. The speed at which players can change direction makes any sort of anticipation impossible, and the precision needed to make a sliding tackle or shoulder barge should be beyond most human players.

The SNES on the other hand has no such problems, and, as a result, *90 Minutes* is that rarest of entities, a football game which is better in one-player than in two-. Not only is it slightly more difficult to score – this isn't basketball, remember – but the

Lots of flags, fluttering, yesterday... and a little grey box, hovering above, but is it art?

Settle down for the clash of the titans. It doesn't matter who's playing, it's a goal-fest anyway.



A table thing, showing some stuff.

GOING DOWN

90 Minutes enters a market that's not exactly starved of quality and a quick comparison with *ISS Deluxe* shows exactly why it'll struggle to stay up. (Top row: *ISSD*.)

A beautiful dragback, leaving the defender standing.

Two players stretching to get a head to the ball.

The forward skips over his marker's lunging challenge.

A good, sound, old fashioned trot. No showboating here.

A German, hopping into the air in a straight line.

Two men colliding clumsily, one of whom falls over.

computer players haven't been taught the aforementioned wobble, so you do at least stand a chance of making a challenge. And, since you can't just run all the way up the pitch with the ball, *90 Minutes* gets to show off its best asset – passing. Unlike some footy games, finding a team mate's not a formality. The ball zips in the right direction, but the odd bit of chasing for the ball livens things up. It doesn't sound like a lot, especially as a Best Bit and, fair enough, it's not. In fact, in the cold light of day, and after the undeniably decent pingy first few minutes of sporadic scoring, *90 Minutes* reveals itself as a desperately poor effort, especially in today's hyper-competitive market.

There are plenty of different formats to try but the game remains the same.

From the off, *90 Minutes* gets nearly everything wrong. It looks pretty basic and the animation won't be worrying Disney, although Walt might treat himself to a quick spin or two. Stick it next to *ISSD*'s stumbling, vaulting and slouching players, and you can see just how far behind the current crop it is in this department.

Of course, deficient graphics can be balanced by superior gameplay, but, predictably, that's not the case here. Apart from the tackling and dribbling problems, *90 Minutes* features at least two more of the classic football game faults. The "no, not him, HIM!" conundrum and the "no, not now, THEN!" enigma. Player selection – as in just who you're controlling at any one point – is very poor indeed. There's no more frustrating experience than watching the ball roll to within two feet of your stationary defender and fumbling for the player select button while an opposition forward collects the ball and scores. You can select your players but just a bit of help from the program would be appreciated now and again. Still, it's a pretty good excuse for conceding goals.

And just to add that final touch of pumpness, the context-sensitive moves – a staple of all football games these days – are both sparse and poorly timed. A header, for instance, is not only slow and cumbersome, but often happens just as the ball hits the ground, allowing the opposition to collect the ball and, inevitably, score, while your player floats eerily through the air in some sort of space-time cock-up.

● **Will Groves**

UK Release

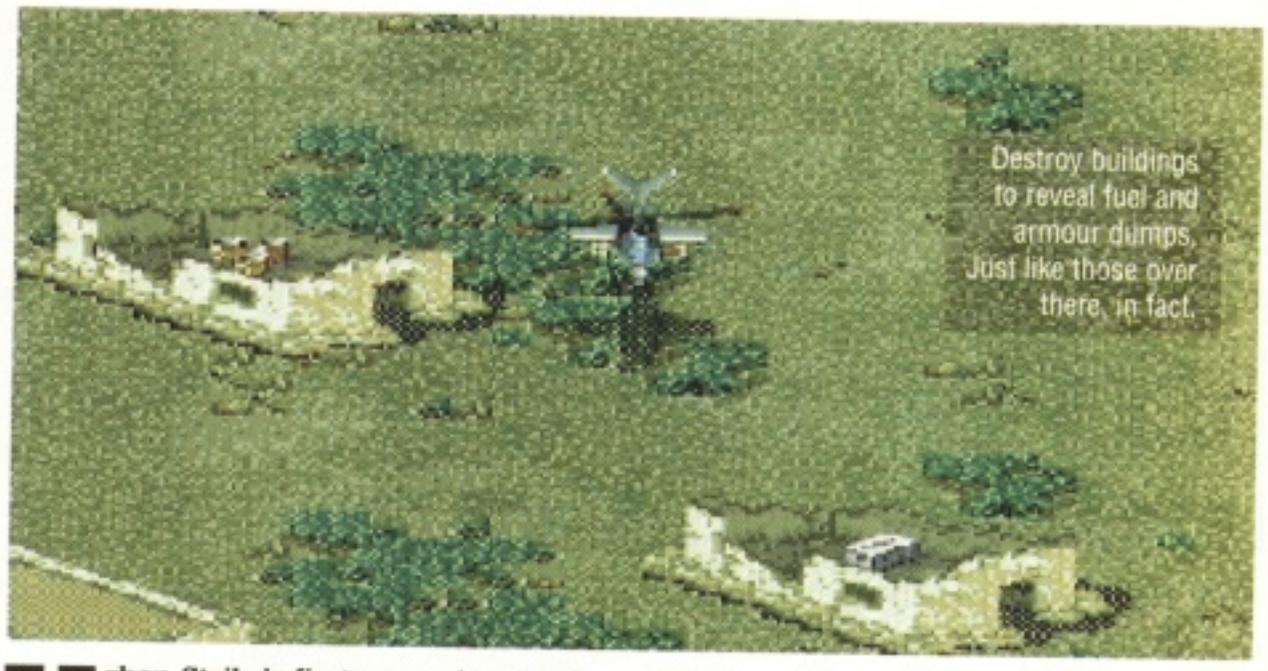
Game: 90 Minutes
Publisher: Ocean
Developer: Namco
Price: TBA
Release: TBA
Players: 1 or 2
Cart ROM: 12 Mbit

90 MINUTES

Ocean

GRAPHICS	SOUND	GAMEPLAY
60%	65%	58%
GAMELIFE	OVERALL SCORE:	
40%		55%

VERDICT: A football game that's better in one-player than two, and the one-player game's pretty poor.



Urban Strike's first campaign, set in the dense undergrowth of the islands of Hawaii, looks more jungly than *Jungle Strike*, although that's something of a red herring, as later we move on to more suitably urban settings such as San Francisco, New York and Las Vegas. No, they don't look much like the places they're supposed to represent, but they do eventually create the kind of war-torn atmosphere necessary after you've sprayed the area with doses of Hellfires and Hydras... reconnaissance by fire on American cities – I love it!

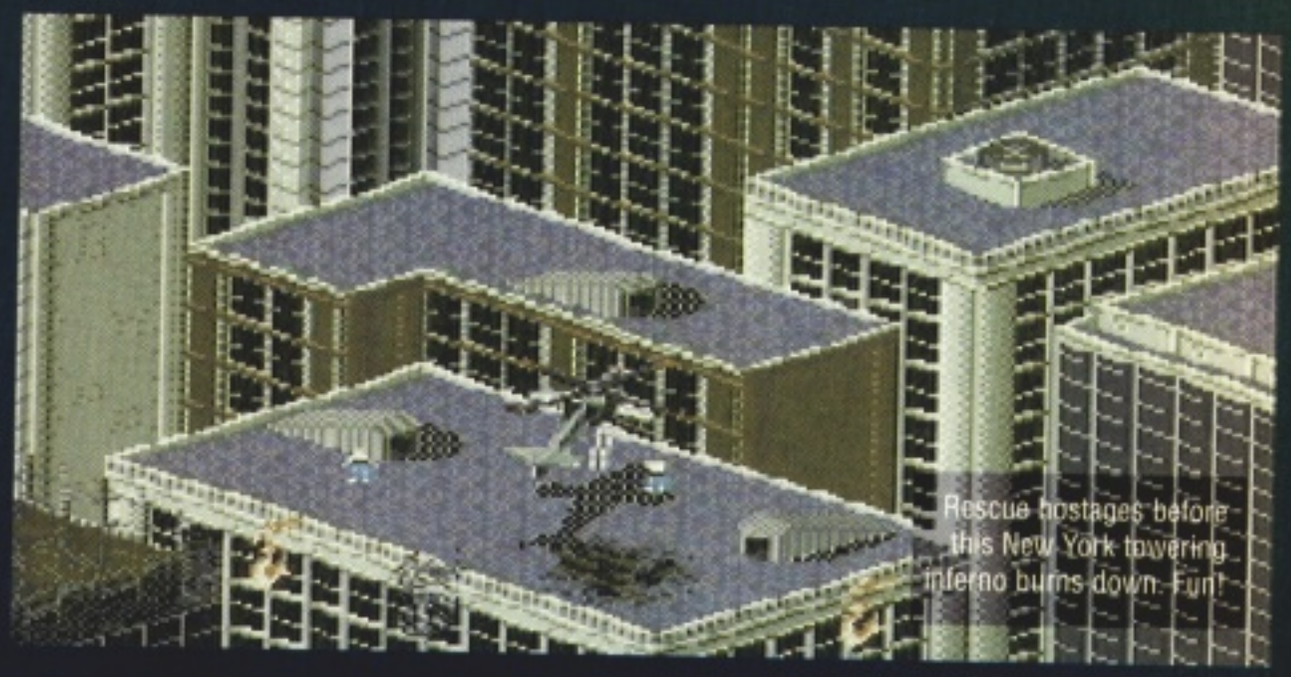
Campaigns are once again split into missions. Not split in the sense of a series of linear levels, but 'organised' into a number of predefined objectives which are outlined in the informative, although rather staid and dull-looking briefings. Though each whole campaign can seem fairly daunting – at first it's difficult to imagine how you'll cope with it all – taking it on mission by mission allows you to concentrate on the job in hand. Still, there's plenty going on. If you've got to airlift troops out of an area, destroy headquarters and eliminate stealth subs, the last thing you want is snipers having a pop at you – or being worried that you'll run out of fuel or armour or any of the three types of ammo your 'copter's tooled up with. Worse still, there's always that nagging doubt that you'd misread, misheard or misunderstood the brief and that you'd destroyed rather than captured some vital installation or character and are thus doomed never to progress.

But fear not. Pausing allows you to access maps. Fiddle about and you'll get each individual brief refreshed plus flashing icons as to the whereabouts of ammo dumps, fuel dumps and other handy

URBAN STRIKE

It's Jungle Strike in some cities.

And not just cities – Mexican oil rigs too.



stuff. Initially, this does take the edge off the feeling of being alone out there on an important mission, rather like going on a survival camping week when you know full well that if things go wrong you can always ring your Mam and she'll come and pick you up. However, as you make your way through the campaigns, the learning curve dictates that the question marks become more frequent, as less free info is supplied at briefing – you have to do the leg work yourself.

What also become more evident are the real-time challenges. Now, not only must you bear in mind fuel and armour levels, but pressure is piled on. There are hostages to rescue before a burning building's roof collapses, for example, and submarine crews to evacuate before the subs' nuclear reactors reach melt-down. That's pressure.

The game itself is a well-structured balance between action and strategy with a decent learning curve and an acceptable level of atmosphere and tension. Where it is let down is in the graphics and engine departments. The fact that the 'copter flies faster in some directions than in others (diagonally down-left is fairly speedy), the glitches and stutters when you try to change direction (which are NOT due to the inertia effect) and the slowdown when you're flying over a screen full of buildings rather than sea or grass, are all unforgivable. Add to that some occasionally sloppy collision detection and disappointingly unresponsive steering and there are enough faults to take the edge off what could be a great game.

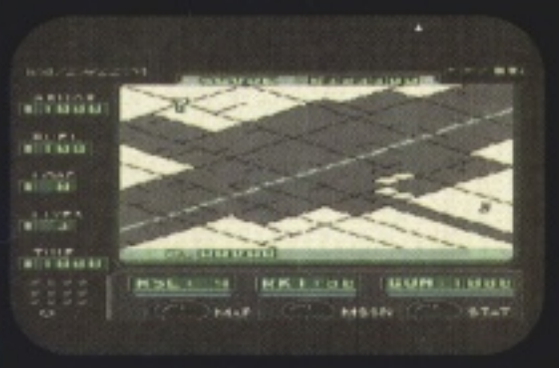
● **Josse Bilson**

LAS VEGAS CAMPAIGN

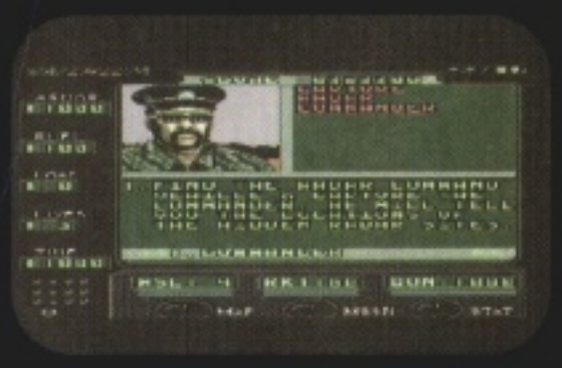
No campaigns bar the first are simple. Here's an example of what you're up against. Even with the structured briefing, you're left almost clueless as to where to start, and the night-time graphics don't help either. This is tough stuff.

Start the night-time Las Vegas mission...

... and you can't see a thing.



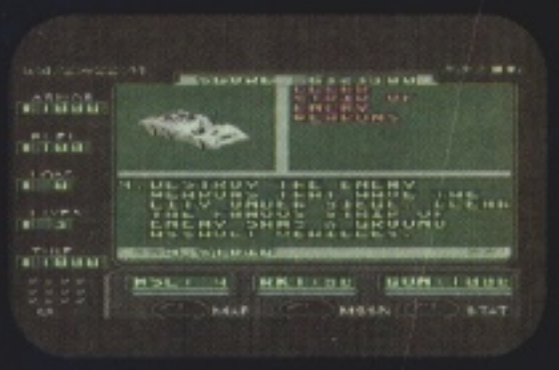
Check your map – but it's not very helpful.



So check out your mission briefing.

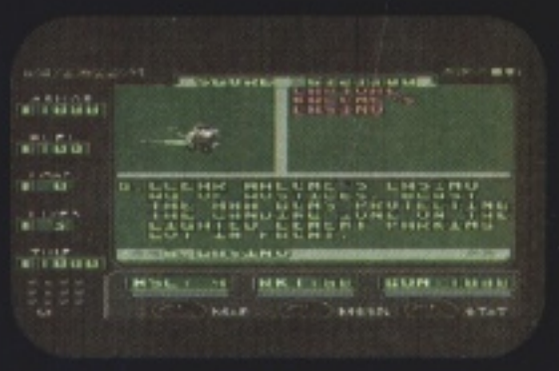
Firstly, find and destroy radars.

Then take out Malone's roadblocks.

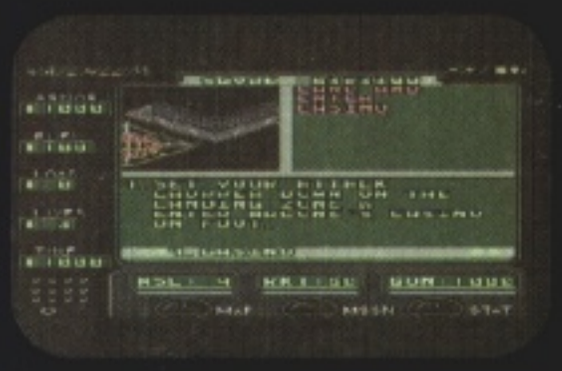


We're under siege. Destroy assault vehicles.

Find, then blow up the power station.



Clear the landing zone of enemy choppers...



... and... no, we won't give it away.

UK Release

Game: Urban Strike
Publisher: Black Pearl/T•HQ
Developer: T•HQ
Price: £39.99
Release: Out Now
Players: 1
Cart ROM: 16 Mbit

URBAN STRIKE

T•HQ

GRAPHICS	SOUND	GAMEPLAY
72%	50%	72%
GAMELIFE	**OVERALL SCORE:**	**75%**
85%		

VERDICT: This instalment of the popular *Strike* series is let down by dodgy controls and glitchy movement. It's a shame, because deep-down there's a cracking game.

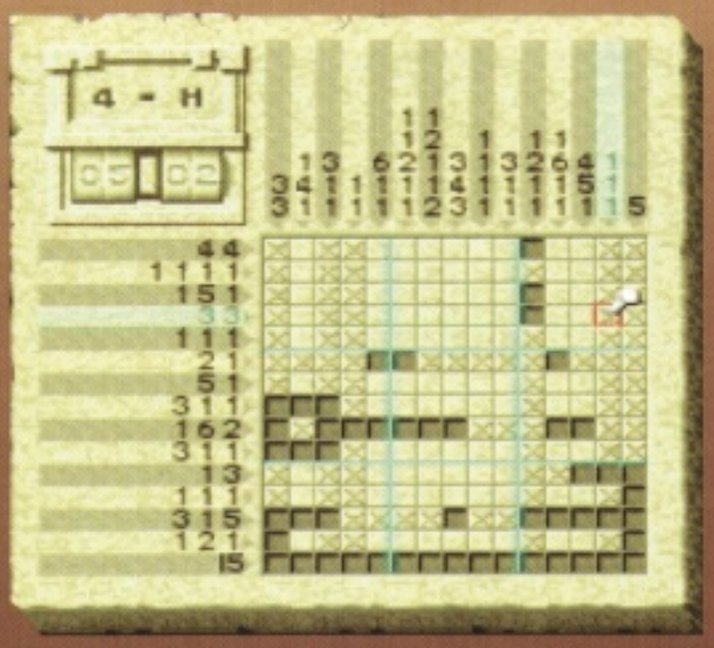
horror *n.* 1. Extreme fear; terror; dread. 2. Intense hatred. 3. a thing or person causing fear, loathing etc. 4. having a frightening subject, e.g: a horror film

You've read the definition, now experience the reality.

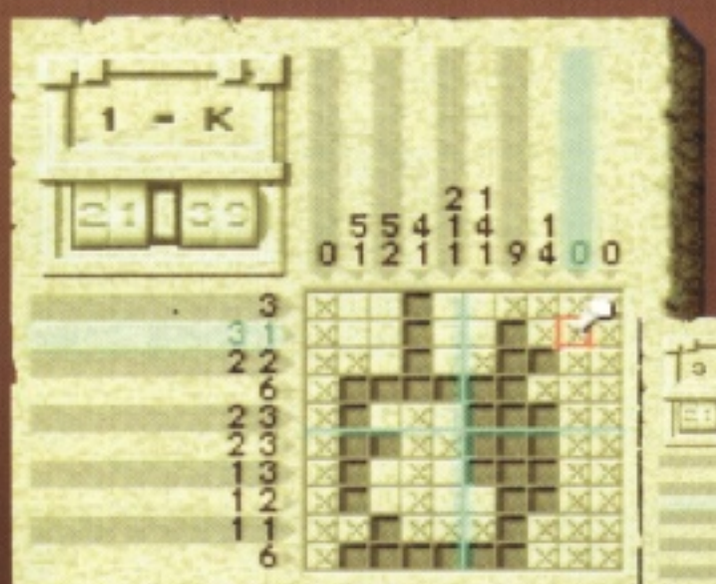
GAMES MASTER

GamesMaster 37 On-Sale November 23rd

MARIO'S PICROSS



Well I'm right up the spout here. 90% of the time there's no way you're going to guess what the pic is.

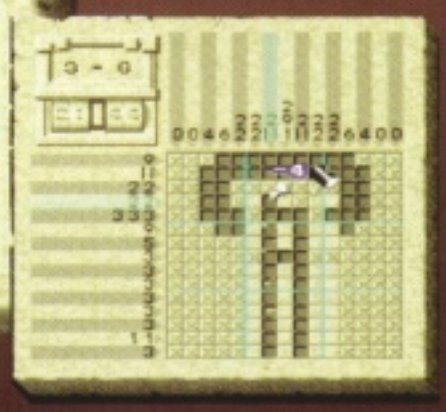


Yep, it's a Penguin. No, really, it is.

Japanese Release

Game: Mario's Picross
Publisher: Nintendo
Developer: In-house
Price: Speak to importer
Release: Out now
Players: 1
Cart ROM: 8 Mbit

Columns and rows with lots of single blocks in them can be the proverbial 'right buggers' to find.



Chipping away at the wrong square results in some time lossage. Yoinks!

Chisels are fun! Chiselling is fun! Have fun with chisels courtesy of chisel-lovers *Super Play* and Mario the chisel-master! Read up, then...

Tsk. Mario, eh? Mario is everywhere. Anywhere. Over there. All-seeing, little-knowing, money-packed moustache growing fatter by the day, he sits in his oh-so arty dungarees, quaffing his oh-so stinky latin-looking cigars, oh-so safe in the oh-so common knowledge that if he just hangs on, just manages to wait another three to four minutes, some desperation-soaked office junior will get on the phone and beg him to 'do' another game. His asking price is high these days, and he's notoriously hard to work with. Hence games like *Mario's Picross*. Hardly even pokes his funny little face 'round the screen. Ever.

But – hey! – the proof of a pudding is in the gameplay (or something), and gameplay is something that *Mario's Picross* manages to cough up in large, glistening, phlegmy balls. In yer face, as it were.

The point of the game is to use your clever SNESsy skills to solve a number of number-like problems in order to create what we in the business know as 'pictures'. Hence the 'Pic' cheekily hidden away in the title. You'll do this by carefully chiselling away where you think the picture is, while 'Cross'ing (you're way ahead of me) off those not needed. You're helped by numbers telling you how many blocks there are to the picture in a particular row and column, but not exactly where they are. Wouldn't be much of a challenge otherwise eh? And that's it. Good.

Yes. I am about to use words like 'satisfying'. 'Addictive' might get a look in, too. 'Puzzler' is a necessity, but I'll try to avoid 'carcass' and 'frotting'. Basically, *Mario's Picross* was a pretty much near-perfect Game Boy cart. Slap it on a big screen and power it with a 16-Bit engine, however, and you start to lose the appeal. Yeah, yeah – it's addictive for quite some time, and it's top to just tap into it and start playing, but where it fails is that although the challenge naturally grows as you get further in, the gameplay remains exactly the bleedin' same, 100% of the time. You chip chip chip, and you cross cross cross. Sooner or later you'll become indecently good at it all. Far too good at it all. So good you simply won't need to play it any more. Fun while it lasts, though...

● **Danny Wallace**

WHY DON'T YOU...

1. Find a kitchen with some tiles splattered across the walls...
2. Cross some of them off.
3. Now chisel some of them off, too.
4. Create interesting pictures of, say, barnyard animals, or small sailing vessels.
5. Watch in delight as your mother, father or spouse enters their fabulous new kitchen!
6. Run away to the circus, or something.

MARIO'S PICROSS Nintendo

GRAPHICS	SOUND	GAMEPLAY
65%	69%	82%
GAMELIFE	OVERALL SCORE:	
78%		78%

VERDICT: An initially pleasing release which offers addictive gameplay and satisfying challenges, let down by the fact that its gameplay never changes.

TINTIN'S GREATEST MOMENTS

By pressing down when you're running along beside the train, you can move into the foreground to dodge or talk to helpful characters (a trick that's used on other stages). It looks rather clever, but does it take us into a realm of 3D gameplay? No, of course not. All you're really doing is ducking, but with a different graphical animation.

There is one smidgeon of originality in the mountain-climbing level. Having discovered a rope in the plane wreckage, you control both Tintin and Captain Haddock in turns as they scale a sheer rockface. But even so, it's not done particularly well. It just stands out in comparison to the rest of this rather dismal platformer, which promised much when we previewed it two issues ago.

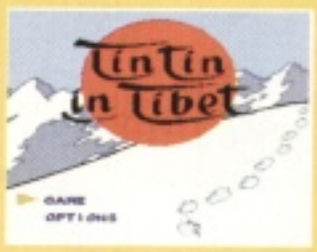
The guard unloads his deadly cargo.

Sidestep it by pressing down.

If the rope is ever drawn taut, the climber will lose their grip on the rock.

However, when one climber is secured the other can swing across ravines.

TINTIN IN TIBET Infogrames



GRAPHICS	SOUND	GAMEPLAY
75%	49%	18%
GAMELIFE	OVERALL SCORE:	25%
22%		

VERDICT: An insult to Hergé and his fans. Gamers of the world, unite – put an end to such cynical cash-ins by refusing to buy it, even if you see it reduced to ten quid. As it will be, very quickly, I assure you.

This may strike you as odd, but we often get letters from younger readers asking why we 'waste' precious pages reviewing bad games.

We can only assume that they've not yet been stung by a poor purchase: anyone who's handed over hard-earned cash for a promising title, only to get it home and discover it's a right stinker, will understand the value of a warning review. *Tintin in Tibet* is one such stinker, and this review is one such warning.

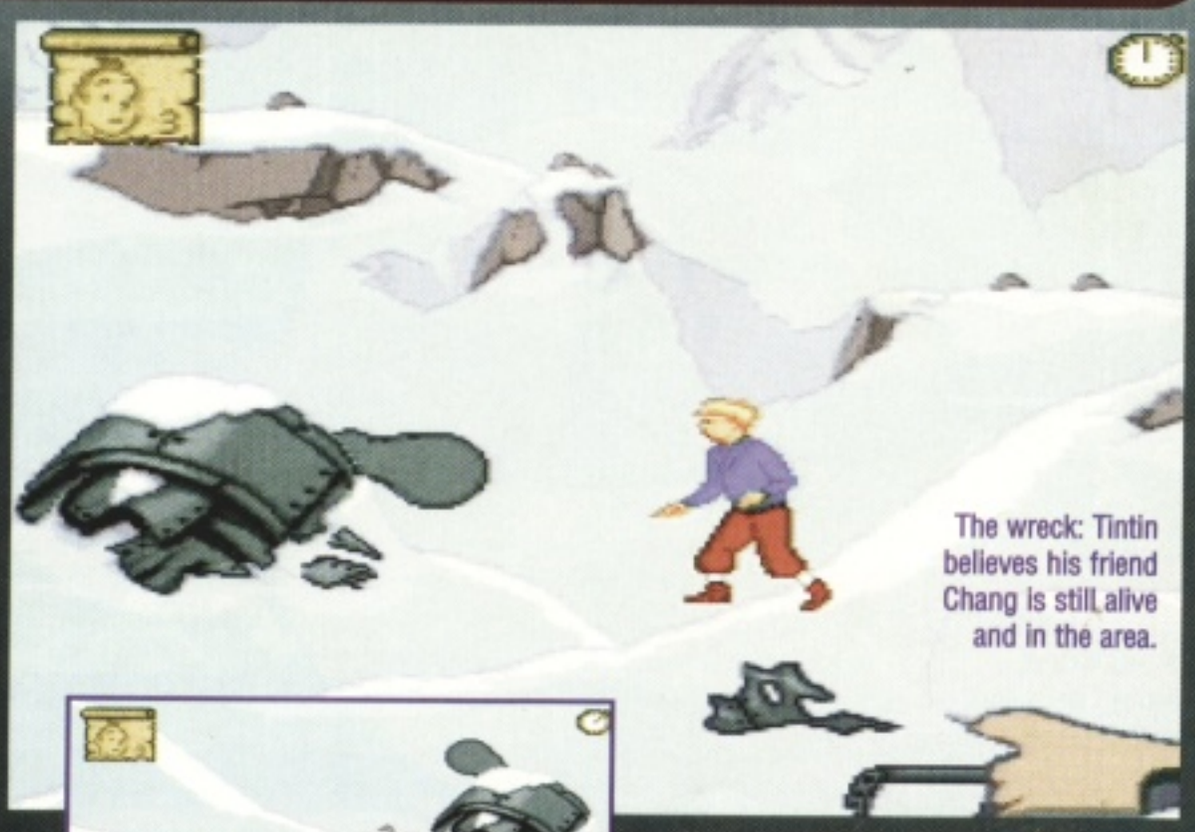
On the strength of these grabs you might think it's just another licenced platformer, no better or worse than the myriad others at which we've shrugged our shoulders. Similarly, I expect you'll see reviewers in other mags dishing out so-so marks (around 60%) because they couldn't be bothered to play it for as long as myself, and thus assumed as much as you already have. But beware, because *TiT* is an anti-game: it's very challenging, takes an awful lot of hard work to get anywhere, but completely fails to reward you for your efforts. Switch it on and you'll feel the colour drain from your cheeks as the pleasure-vacuum concealed within its cartridge casing sucks all trace of fun from your soul.

Level two sees the Tinster swimming through chocolate on his way to a rescue.

The collision detection is so desperately poor that practically everybody who passed through our office and picked up the pad commented on it, whether they were trying to leap to distant platforms (and mysteriously falling through them); narrowly avoiding obstacles (but taking hits anyway); or

SECOND COMMENT

"It's Game & Watch. Don't let anybody give it more than 11%." – Jonathan Nash.



The wreck: Tintin believes his friend Chang is still alive and in the area.

Right: the problem is, you CAN'T go far without the ice-axe. It looks like a handy tool but you only get to use it on the next level.

e Tinster swimming
e on his way to a rescue.

ay it for as long as
us assumed as much
have. But beware,
an anti-game: it's
g, takes an awful lot
of hard work to
get anywhere, but
completely fails to
reward you for
your efforts.
Switch it on and
you'll feel the
colour drain from
your cheeks as the
pleasure-vacuum
rtridge casing sucks
ur soul.
tion is so
practically
rybody who passed
rough our office
nd picked up the
ad commented on it,
hether they were
ying to leap to
stant platforms
d mysteriously
narrowly avoiding
ts anyway); or

e climber is secured
ving across ravines.

TINTIN'S WORST ENEMIES

The wax-haired boy adventurer of the cartoon strip isn't quite as adept as you might have expected from reading the books or watching the animated series (or the little-known live action movie). To demonstrate the difficulties that Tintin experiences in normal everyday life, I thought I'd list some of the game's deadliest dangers: remember, any one of the following can cut a painful chunk from his energy bar and even kill him. Prepare to tremble with fear when you encounter...

A brown paper parcel.
Water vapour.
A small child.
A yak.
A swing door.
A Pekinese puppy.
A waiter carrying a tray.
A pebble.
A hoover.
A friendly pacifist buddhist monk.
A scary shadow.
A leaf.

Thank goodness the game doesn't have sharks, or pirates, or gangsters with tommyguns, eh? You wouldn't stand a chance.

trying to grab a swinging rope (and missing it nine times out of ten). The level design is outdated too, being dependent on instant death-traps and pitfalls that you learn to avoid only after you've been killed by them. Several times over.

But by far the biggest flaw is that Infogrames' Tintin is a completely passive character. He cannot fight, or disarm, or even restrain his foes. He has no weapons, no power-ups, no special abilities – heck, he can't even jump on their heads – and it seems a bit strange to reflect that even Mario would be handier in a scrap. So the gameplay for every level simply asks you to run from left to right, jump and dodge, dodge, dodge your way to the end within the time limit. It's completely linear, and the few secret bits aren't.

But wait, I've forgotten the stunning compendium of puzzles that is the Buddhist monastery stage. Yes, here you are prevented from progressing by two memory tests, a Towers of Hanoi imitation, and a 'game' of sorting four symbols into the correct order... The sort of minor diversions you write yourself when learning to program on a home computer, in fact, and not what you expect from a console in 1995.

Contrary to popular belief, I don't enjoy slagging off games: I know that even an incompetent offering such as this took time and effort on some poor soul's part (particularly the graphics, which do occasionally capture the Hergé spirit). But this was released with the intention of making a profit from you, the SNES owner, and it really doesn't deserve it.

● **Zy Nicholson**

TINTIN IN TIBET

Claiming that a game might suit the younger player is NOT an excuse for low quality.

Tintin, being a bit rubbish, can only carry one book at a time. Cue a rather irritating old puzzle.

UK Release

Game: Tintin in Tibet
Publisher: Infogrames
Developer: In-house
Price: TBA
Release: January
Players: 1
Cart ROM: 12 megabits

SUPER PLAYER'S GUIDE

DOOM

PART THREE
INFERNO
Ocean (US/UK)
By Zy Nicholson

At last, the chance to wield a Big Funky Gun. Or something like that.

Doom level designer Sandy Petersen once admitted that his aim was "to overawe the player with the wonders that await them in Hell", and Inferno has all the treacherous characteristics of your worst nightmare. Although this guide is aimed at the expert player seeking to score 100% ratings, a knowledge of the secret stashes will also help the struggling novice from being pasted. Inferno is hard work all the way and takes a couple of hours to complete in full, so be prepared.

INFERNO TIPS

- The BFG9000 imitates the fireballs of a Baron of Hell. It needs 40 energy units, a clear line of sight, a second to charge up, and has a blast radius that doesn't affect you.
- Conversely, Inferno's intricate features – scorched trees, torchstands, pedestals, narrow windows – provide many instances of perfect cover against Hell's artillery whilst letting you blast straight through them with gunpowder weapons. Oh yesh.
- The plentiful ammunition and high fire rate of the Plasma Rifle can torch large groups of monsters at very close quarters. Hold down the trigger and it affects a narrow arc, much like a flamethrower, when you have no space to back off.
- All Invulnerability and Blur Artifacts have been placed to help you through a specific troublespot. Those huge green panels with demonic faces are, and you should really pay attention, WARNINGS.
- Learn the safe range from which you can use the Rocket Launcher. Inferno will grant you enough space to use it regularly. (And with a smile.)
- EVERY secret area is revealed here, although I did find the computer's assessment of my performance occasionally erratic. The error can be as simple as calling an elevator platform without the relevant switch.

HELL KEEP

Checklist: 1 Rocket Launcher, 1 Shotgun

Despite first impressions, there is more than enough ammunition on this level for a 100% Kill rating without fisticuffs. You'll find just 100 bullets and 28 extra shotgun cartridges before the last room, but the trick is to let the first two sets of monsters (Imps and Cacodaemons) kill themselves. By outrunning them in the courtyard, constantly repositioning yourself so that they line up and shoot each other, you'll save those bullets.

The bridge at (1) is really a series of platforms that drop as you step on them. To collect the shotgun you must run across with perfect cornering, returning via a concealed one-way door. Should you fail, a channel to the left (2) leads back to steps out of the slime.

Your last obstacle is an Imp chamber: the door leading in can only be opened from outside. This chamber houses the only secret area, a closet with a Rocket Launcher (3).

SLOUGH OF DESPAIR

Checklist: 1 Plasma Rifle, 1 Rocket Launcher, 1 Chain Gun, 1 Security Armour, 1 Combat Armour, 1 Soul Sphere, 1 Berserk Pack, 1 Computer Map

Looking like a mutated hand in design, this level is one long sequence of traps and ambushes. Collecting precious ammo is your priority.

Thumb: a Chain Gun is visible at the end of the thumb. The wall enclosing it can be removed by running across the tripswitch at the point of the red slime pool (1).

First Finger: entering the second section or middle joint of this finger, you'll cross a tripswitch that will seal you in. A switch at the far end lets you out, as well as revealing an ammo bonus in the fingertip.

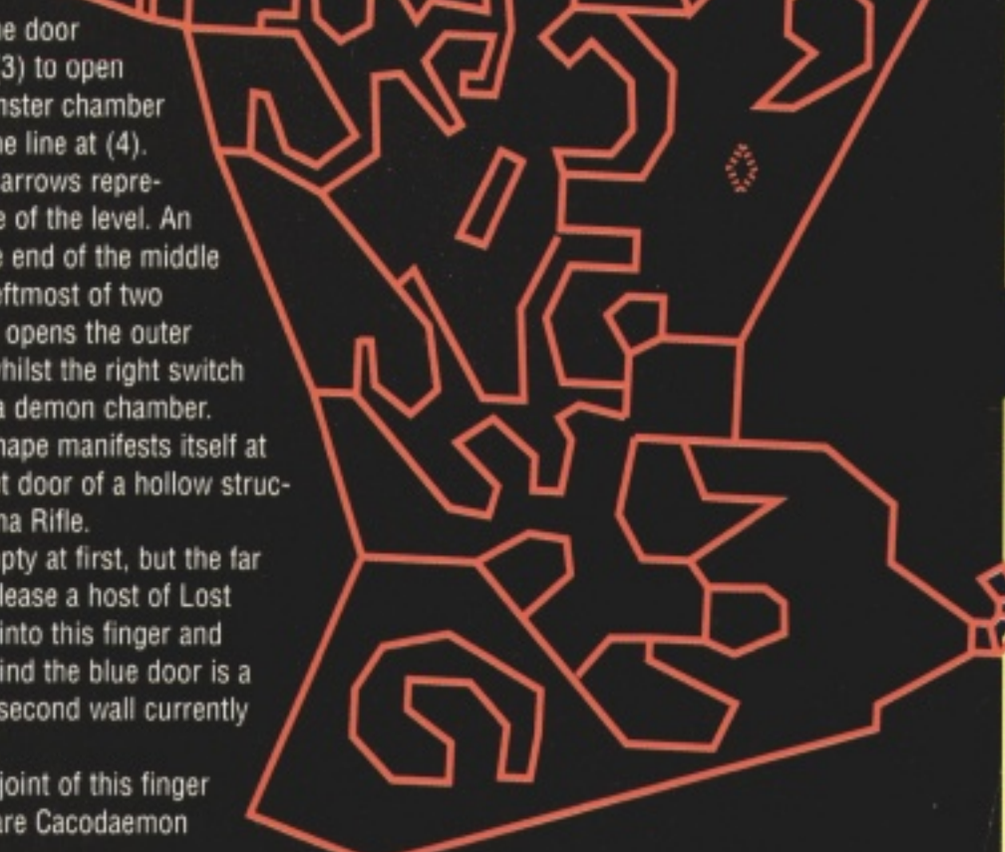
To loot the bodies of the nearby Marines, you must step across the blue pool at (2) to lower the triangular pillar beside it. This pillar itself becomes another red triangular floor-switch, and stepping on it will grant access to the corpses.

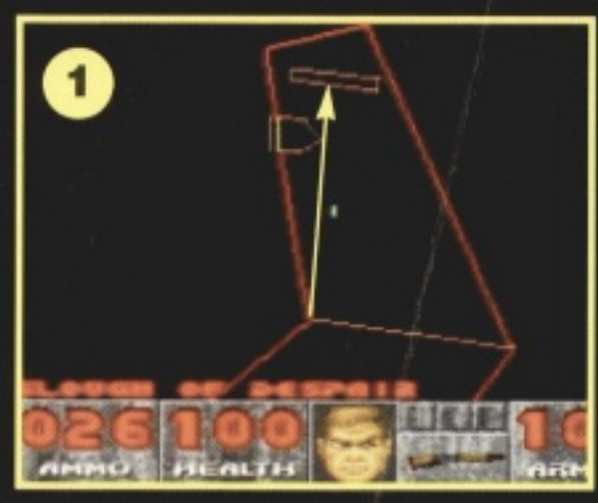
Index Finger: crossing the blue pool as you enter the index finger will cause the door of a demon chamber at (3) to open behind you. Another monster chamber will open as you cross the line at (4). Your map will show two arrows represented in the architecture of the level. An arrow-shaped pool at the end of the middle finger (5) points to the leftmost of two switches: this left switch opens the outer door to a Soul Sphere, whilst the right switch opens the inner door to a demon chamber.

The second arrow shape manifests itself at (6). It points to the secret door of a hollow structure containing the Plasma Rifle.

Third Finger: it looks empty at first, but the far wall will slide down to release a host of Lost Souls when you step up into this finger and cross the tripswitch. Behind the blue door is a switch that removes the second wall currently sealing off the exit point.

Pinkie: Enter the middle joint of this finger and you'll cause the square Cacodaemon cage behind you to sink. Walking onto the cage reveals the access switch for the fingertip, which holds the level's blue exit key.





PART THREE
INFERNO
Ocean (US/UK)
By Zy Nicholson

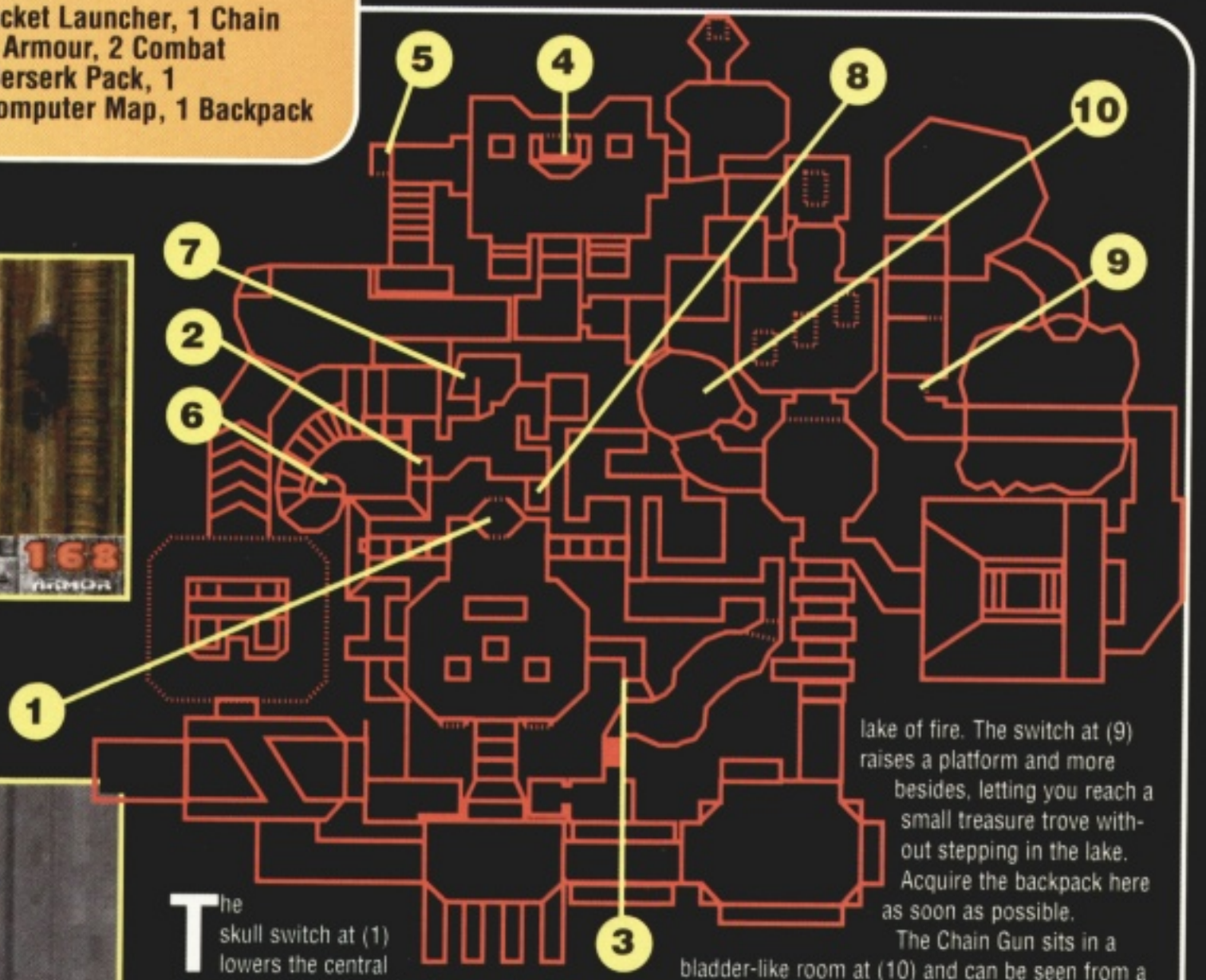
hat.

ally a series of
u step on them.
u must run
ing, returning
door. Should you
2) leads back to

an Imp chamber:
ly be opened
er houses the
with a Rocket

PANDEMONIUM

Checklist: 1 BFG9000, 1 Rocket Launcher, 1 Chain Gun, 1 Shotgun, 1 Security Armour, 2 Combat Armour, 1 Soul Sphere, 1 Berserk Pack, 1 Invulnerability Artifact, 1 Computer Map, 1 Backpack



The skull switch at (1) lowers the central column, on which a lowly shotgun sits. This main hall has two opposing staircases leading up. If you head right from the top of the west staircase, you can drop onto a safe block to collect a bulk cell (2) and then skip over the red slime to the safety of the balcony.

Heading right from the top of the east staircase takes you to the level's blue exit key. You can also collect Combat Armour on your return by standing directly in front of the elevator switch at (3), riding the elevator upwards (making sure you don't wedge it halfway with your head), then dashing through the slime and falling back into the main hall. This elevator only works once.

Stepping onto the 'pulpit' of the room at (4), you'll see a wall to the southwest slide away and a Computer Map sparkle from its hiding place. This room is almost symmetrical, and an identical demon chamber in the southeast can be opened by exploring the wall there. You can reach another Combat Armour on a balcony by throwing the switch at (5).

Use the Invulnerability at (6) to explore the nearby maze of toxic slime. Within this maze you'll find a Soul Sphere (7) plus the game's first BFG9000 (8) – nicknamed the Toaster for several reasons – and if you're fast enough you'll have the chance to use it against a Baron of Hell before your invulnerable status ends.

Beyond the blue-torched bridge you'll find a lake of fire. The switch at (9) raises a platform and more besides, letting you reach a small treasure trove without stepping in the lake. Acquire the backpack here as soon as possible.

The Chain Gun sits in a bladder-like room at (10) and can be seen from a high window opposite the entrance. A dash through the slime is unavoidable if you want to collect it.

HOUSE OF PAIN

Checklist: 1 BFG9000, 1 Rocket Launcher, 1 Chain Gun, 1 Shotgun, 2 Security Armour, 2 Combat Armour, 1 Rad Suit, 1 Soul Sphere, 1 Berserk Pack, 1 Blur Artifact, 2 Invulnerability Artifacts, 1 Backpack

The first acquisition is a shotgun and ammo behind a none-too-secret door at (1). Step forward to collect the treasures in room (2) and the wall in front of you will slide upwards, releasing an ambush party. But if you step onto the red block in the ooze just outside this room you'll be teleported to an antechamber on the far side. The antechamber's spyhole will let you do the ambushing.

You can see treasures waiting in the slime pools at (3), but if you approach either of them closely from any angle you'll throw a tripswitch that turns the column above into a crushing machine. Make your way between them, press the left and middle green buttons on the far side of the yard to raise the treasures to ground level, then dash underneath when you wish to collect them. The rightmost green button opens the next door around the corner.

Approach the window at (4) and a tripswitch will open a monster chamber in the wall behind you. The lake seen through the window can never be reached, incidentally.

Step through the left door at (5) and you've fallen for a trap – unless you're still invulnerable, that is. The only way to open it again is to flick the switch behind the Cacodaemon. The right door leads to bonuses. The blue key is found at the very bottom of the map, at the end of the long hall.

A BFG9000 is hidden under the ooze at (6). Open the door, jump in, hit the switch and step back out to retrieve it. After igniting the barrels, search the pointed end of this room (7) for big ammunition. Finally, a Baron of Hell guards a Soul Sphere at (8).

The double door at (9) can prove annoying, as there are no less than four tripswitches at work. As you face the outer door you'll see a red square of toxic ooze, plus a smaller blue square at its corner. A tripswitch along the left side of the blue square opens the outer door whilst its topside opens the inner door. Crossing the front edge of the red square opens the secret panel, but its right edge closes the inner door. So avoid the right side of the red square, sidestepping if necessary, once you've opened both doors.

From where you enter, you need only bother with the front and left-side skull switches on each pillar to open all doors in room (10). The back and right-side skulls close the doors corresponding to their opposite number. Here you'll find the red and yellow keys to leave the level.

A Rad Suit sits behind a panel at (11). Once through the red slime corridor you'll see a green button: press it and turn 180° to see a niche and another switch revealed. Press this to reach a Combat Armour and bullets.

. The switch at (9)
tform and more
, letting you reach a
reasure trove with-
pping in the lake.
e the backpack here
as possible.
ain Gun sits in a
can be seen from a
rance. A dash
ple if you want to

MOUNT EREBUS

Checklist: 1 Plasma Rifle, 1 Rocket Launcher, 1 Chain Gun, 1 Shotgun, 1 Chainsaw, 2 Security Armour, 1 Combat Armour, 5 Rad Suits, 2 Soul Spheres, 1 Berserk Pack, 2 Invulnerability Artifacts, 1 Computer Map, 1 Backpack
This level has two exits: one leads to the secret level, Warrens

Many small featureless buildings (which I'll call 'holds') surround the central island of Mt. Erebus. To get a 100% rating you'll have to trigger the opening tripswitch for every hold, dispose of the monsters released, then raid them in turn using the Rad Suits they contain.

Red Fortress: a host of Imp snipers wait behind the very first door you see. If you cross either tripswitch at (1) you'll open the hold in the slime to the south of your starting position.

C-shaped enclosure (2): collecting the goods within these skull-lined walls, you'll hear the tall red trapezoidal structures on either side of its entrance open: hosts of Imps and Lost Souls are waiting to rush you from left and right as you leave. An Invulnerability waits at the back of the Imp's nest.

Wall (3): drop off the steps (or move to the very edge) and you'll pick up an Invulnerability. The small island ahead boasts a Rocket Launcher, Chain Gun and Shotgun.

Outpost (4): the inhabitants of this dull brown cube can be cut down through narrow gaps before you hit the skull switches to remove their walls. However, as the roaming Demon charges you from the right it hits an unmarked teleport that warps it to the left (and possibly right behind you). With diligence you can find this teleport yourself.

Ammunition store (5): the bridge connecting this island to the mainland will sink when you step off to collect supplies. Sidestep the connecting line to avoid the tripswitch.

Demon pit (6): when you open the door you'll see a sheer drop and hear two demons acknowledge your presence. The two teleports below warp you to high ledges on the outside of this same building. Move around in the doorway for long enough and the demons may stumble into the teleports themselves, whereupon you can walk back outside and blast them in safety. Your next task is to take the teleport to the right-hand ledge, where a Plasma Rifle sits: move to the very edge and you'll throw the trip that releases Cacodaemons from the blue hold ahead of you.

Marine's Hall (7): the first step is a tripswitch to open the northeast hold, which you can avoid if you teleport here from (8). Its door can only be opened from outside and will shut behind you. There are secret niches on each side of the hall, marked by candles: one contains a bulk cell, the other has a teleport to (8)'s ledge.

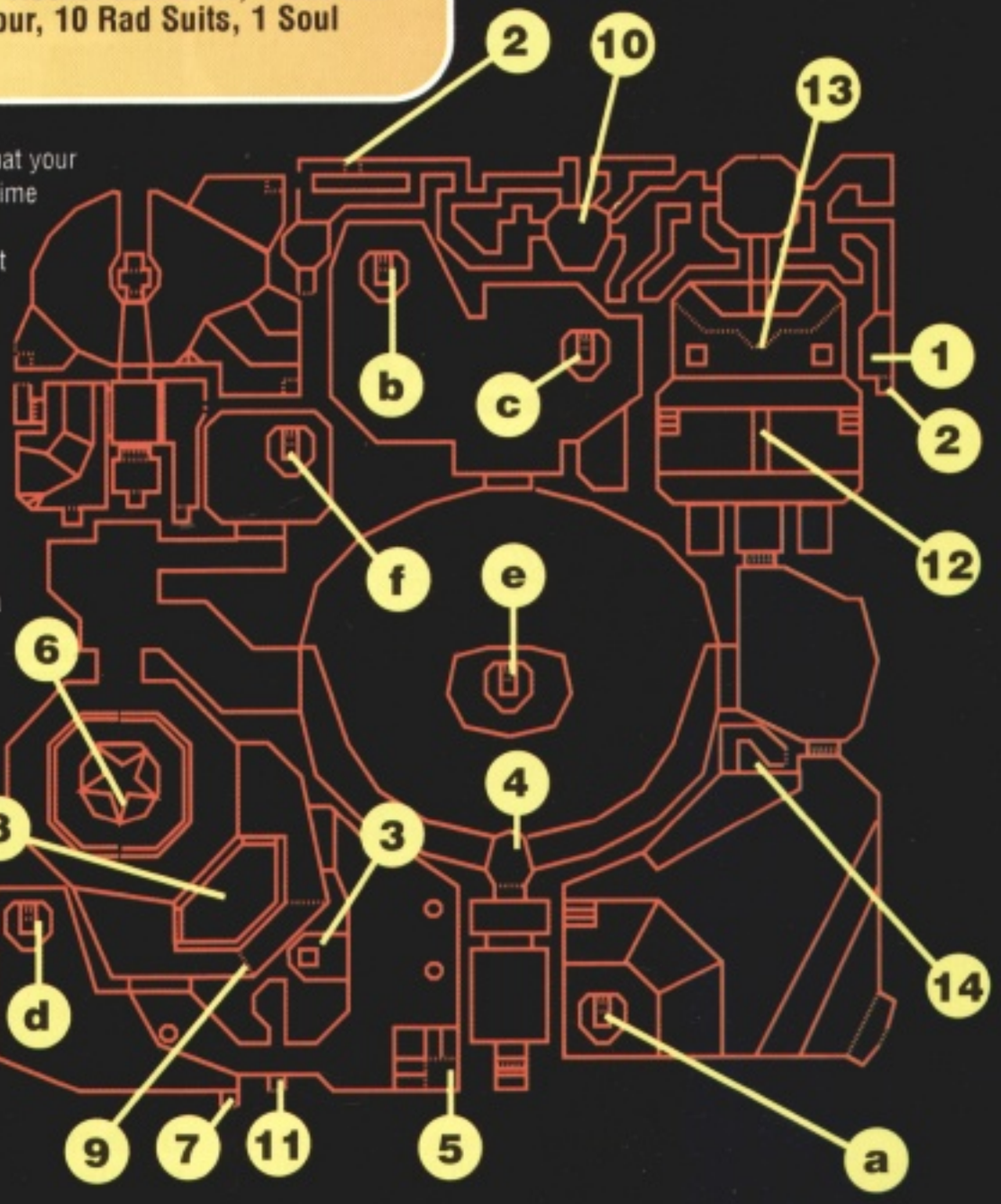
Blue Triangle (8): run through the ooze to the north of the level and you'll drop straight into this safe zone. At the base of the main building is a teleport to the door of the Marine's Hall. When you first reach its high ledge (via the Marine Hall teleport) you'll open a hold of Lost Souls in the distance. Check it later for a Rad Suit and a Soul Sphere.

From the ledge you can dash to three smaller structures. Stepping on the walls of the low red enclosure (which contains a teleport to the Watchtower) will raise the Chainsaw's pillar to an inaccessible height, so collect it first. You'll also see a switch surrounded by blue walls: jump down and hit it if you wish to reach Warrens, the secret level.

Three-pointed Watchtower (9): the only way in is to teleport from (10) – thus opening the hold to the north – but once here you'll find the switch at the west point creates a permanent entrance. The level's blue exit key is located in the south point. As you leave you'll cross a trip for the western hold beside the level exit.

LIMBO

Checklist: 1 BFG9000, 1 Rocket Launcher, 1 Combat Armour, 1 Security Armour, 10 Rad Suits, 1 Soul Sphere, 1 Backpack



The title refers to the fact that your body spends much of its time between teleports before you can leave. This level doesn't have any genuine secret areas, although the slime maze does contain a BFG9000 (1). All teleports within the slime maze (2) return you to the relative safety of (3).

Two Cacodaemons guard a Backpack in a room behind your starting position. If you don't open the door manually, a tripswitch at (4) will open it for you.

Acquire the blue key at (5). The platforms will vanish as you cross them, but it's no problem to dash back.

Both Soul Sphere and Combat Armour are held within sealed monster chambers. To get the Sphere (6) you should hit the skull at (7): to reach the Armour (8), simply walk through either tripswitch at (9).

Your next task is to open the teleports. You'll find a red key in the slime maze at (10), but if you throw the switch in the antechamber here you'll permanently unlock ALL red doors anyway. Switch (11) will create a bridge at (12), but once you enter the slime maze you'll cross a tripswitch at (13) that makes it disappear permanently. Use the stairs from here on.

To escape Limbo you need to tackle the ooze-guarded teleports in a specific order. There's a brief task required after taking each teleport:

Teleport (a) – this takes you to a vantage point from which you can shoot monsters who would otherwise ambush you, but it's surrounded by lava. A switch at (14) temporarily lowers the far wall of this cavernous room: run across and hit the skull switch to create a bridge to the teleport. A tripswitch prevents you being trapped in.

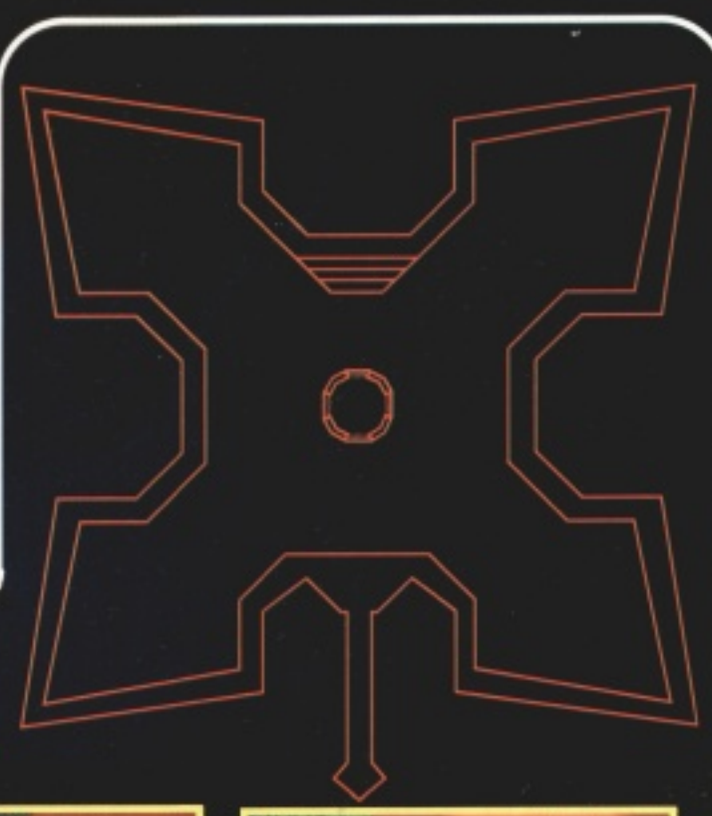
Teleport (b) – Simply hit the skull switch and return. You'll raise a missing platform between teleport (c) and the yellow key.

Teleport (c) – Collect the yellow key and return.

Teleport (d) – Hit the skull switch to create a bridge from teleport (e) to the yellow door.

Teleport (e) – Cross the bridge and throw the switch beyond the yellow door. This raises the final walkway to the exit booth.

Teleport (f) – stroll to the exit booth, collecting the energy cells for your BFG9000.



BIS

Checklist: 1 Plasma Rifle, 1 Rocket Launcher, 1 Combat Armour

Against a rocket launcher, the Spider Demon might have been a formidable opponent. But since you've followed our advice and now possess the BFG9000, your last battle will be shockingly easy. Should you need more ammo, follow the high ledge around the star-shaped colosseum in a clockwise direction. All four doors on the central structure will fly open if you try to grab the goods inside

SNES TECH & GAMING ANSWERS

GAMEFREAK

By Tony Mott

He's no games animal. (He's too refined for that.) No, he's Gamefreak, and he's forgotten more about videogames than other so-called experts hold in their heads right now. If it's gaming enlightenment you seek, this is the only place to come. Accept no substitutes. There can be only one.

From Gary Jennings, London:
Q How much will Ultra 64 games cost?
A Nintendo have yet to confirm final prices, but it's been suggested that US prices will range from around $50-$65 for Nintendo's own stuff to $65-$80 for third party games.
Q Would these games ever come out for the Ultra 64: *Ultra NBA Jam, MK3 Ultimate, Ultra Mario Kart, Tekken 2, Ultra Sim City?*
A Acclaim are committed to the format, but with Nintendo reportedly insisting on a 12-month lock-out period on Ultra 64 games – meaning that any game appearing on the format may not appear on any other for at least 12 months – some of their games (like *MK3 Ultimate*, which I gather is on its way to the Saturn) may never appear. The same applies to Namco with *Tekken 2*, which is coming out on the PlayStation. If the lock-out situation is as restrictive as it sounds, the obvious way around it would be to release 'deluxe' (or 'ultimate', or whatever) versions of other system's games for the NU64. It'll be interesting to see how the situation pans out, especially with *big* games like the *Street Fighter* series.
Q I've heard rumours of a new 'ality' in the Ultra 64 version of *MK3*. Is this true?
A Yes, there's going to be 'alityalities'.

From Chris (Yes, I am Welsh) Prydderch, Clwyd:
Q Are *FFIII, Chrono Trigger* or *Secret Of Mana 2* ever going to be released in the UK, or have we more chance of finding a 3DO game with playabilty?
A It looks to be the case, despite their obvious popularity over here. The choice of UK releases has nothing to do with THE, so don't blame them if they never appear. Nintendo of Japan are the guys pushing the buttons and stopping it happening.

Q Using your abundance of knowledge, put these games in order, from best to worst: *Zelda III, Chrono Trigger, SOM, SOM2*
A I can't vouch for *SOM2*, cos Wil's been hogging our cart since the moment it came in and I haven't been able to give it a proper testing. The others, though: *Zelda III, SOM, Chrono Trigger*. (I was massively disappointed with *Chrono*, incidentally.)
Q When will *Super Mario RPG* be released in the UK and US?
A Well, it comes out in Japan on January 27, and the latest I've heard is that it'll be available in the US by April. It might not reach the UK until the Autumn, sadly.

From Stephen Malvern, Tyne & Wear:
Q Are we getting the Ultra 64 the same time as the States?
A There's still no official UK release date. All being well, we should see it within two or three months of its Stateside appearance.
Q Do I qualify as a Gamefreak? We once played Ghost Valley 1 Matchplay on *Super Mario Kart* for 28 hours, reaching scores of 628 to 412 before resetting to zero. (And do I have a problem?)
A Well, if you have an entire set of *TV Gamer* back issues from the early '80s (very rare), and can demonstrate a working knowledge of David Whittaker's early Commodore 64 soundtracks, I'd say you're well on your way to Gamefreak status. (As far as it being a problem goes, well, if it stops you going to the pub, then it's probably something in need of moderation.)

From Robert Dean, Westcliff-On-Sea, Essex:
Q I've got a USA SNES and would like to play Game Boy games on it – will the English version of the Super Game Boy work with my machine?
A We use a UK Super Game Boy on a US machine here in the office using a Pro Universal adaptor, but any decent universal equivalent should do the trick.

From Terry Lee and Mathew Green, Yate, Bristol:
Q Is it true that both *Street Fighter III* and *Mortal Kombat 4* will be in 3D?
A Yes.
Q Will *Killer Instinct 2* also be 3D?
A The Ultra 64 is the most powerful polygon-pusher ever seen in the home, so what do you think?
Q Will *Killer Instinct 2* be packaged along with the Ultra 64?
A Although Nintendo have yet to announce any kind of pack-in deals, what's most likely to happen is that the machine will appear on its own in Japan (which is traditional), but with one game when it appears in Europe and the States. *Killer Instinct* and Ultra 64 are synonymous brands, so Rare's game would be a candidate for pack-in if it happens, but *Ultra Mario*, being Nintendo's own game, is the more likely option.
Q Will the NU64 have a *Ridge Racer*-style arcade race game, apart from *Cruis'n USA*?
A Yes, although not until well into next year.
Q Will the new NU64 *Donkey Kong Country* game be unveiled along with the NU64 at the Shoshinkai show in November?
A I've been hearing hushed talk of a *Donkey Kong* title for the NU64 for some time now, and it could well be one of Nintendo's 'surprise' announcements at Shoshinkai. Put it this way: Rare have around 90 development staff, which is an awful lot of resources when you consider they officially have only four games in development – *Killer Instinct 2* (NU64), *Goldeneye* (NU64) *Ken Griffey Jr.* (SNES and NU64) and something for the Virtual Boy.
Q We can't wait much longer for the NU64. Please can you give us some Ultra info to set us straight.
A Set you straight? We already give you more Ultra 64 info than any other mag around, what d'you want, blood? Look out for an Ultra 64 spesh next month, which, along with including the most exhaustive look at its software available anywhere, will have a massive feature on Rare, including an exclusive interview. Honestly, we're too good to you.

PLEASE, NO MORE!

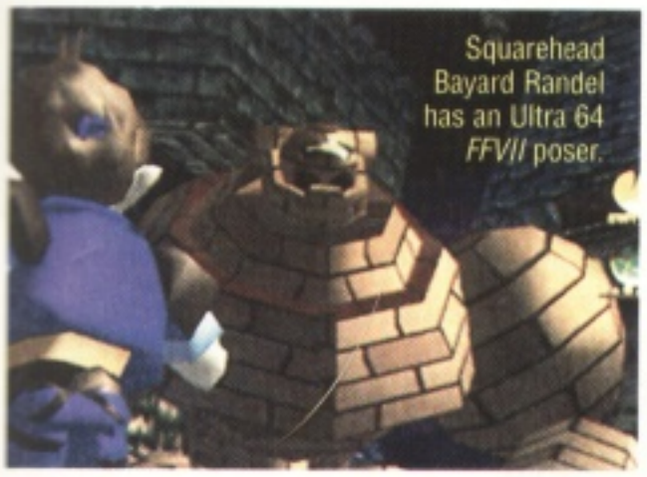
Please, people, don't send in any questions along the following lines, because they gnaw away at my very will to live. Thanks.

- "When is the sequel to *Zelda III* finally coming out on the SNES?"
- "Which adaptor works with *Final Fantasy III*?
- "Why do Japanese and American games take so long to come out in the UK?"
- "Why aren't new RPGs coming in the UK?"
- "Which is best out of the following games...?"
- "How do you do so and so's finishing move in such and such?"

From Bayard Randel, Marlborough, Wiltshire:

Q I truly wish to get my hands on the Ultra 64 as soon as possible. Would it be a mistake to go ahead and buy the Japanese system? Would I be able to play US carts on it? The reason I ask is because, being a Squarehead, I don't particularly want to learn Japanese to play *Final Fantasy VII*. I'm sure you can understand and sympathise with my predicament.

A Well, I'm no prophet (not officially, anyway), and without a Japanese machine and a bunch of American carts right here in front of me, I can't tell you whether they'll work together. What I can say is that Nintendo will do everything in their power to stop you doing it, and considering their innovations elsewhere with the machine it seems they'll be more successful in doing that than they have been with the SNES. Bear in mind, though, that despite Sony's efforts to prevent it, you can play UK and US CD games on a Japanese PlayStation. There's usually a way around these things, if you're willing to put in the effort.



Squarehead Bayard Randel has an Ultra 64 *FFVII* poser.

From Robert Hamilton, Highworth, Swindon:

Q As the SNES converts AC current to DC to do all its tricks, why is there such a problem getting US games such as *FFIII* working on a UK machine?

A Problems with games like *FFIII* come about because of how they've been programmed – it's not related to the power supply at all.

Q Can you plug an NTSC SNES into your home power supply without a special step-down transformer (240-100 volts)?

A When you buy a US machine from an importer you'll get a power supply which plugs straight into a UK power socket: if you actually buy the machine from the States directly, you won't be able to use it here without a similar kind of supply. But most good importers have them available.

Q Why are some SCART TVs compatible with US SNESes and some are not? Is it because UK TVs have a higher resolution and therefore to get the same screen update not so many lines have to be filled?

A No, it's usually something to do with the TV's SCART socket which, as I've said here before, comes in two general formats: the first, and fortunately much more common, has three separate pins connected for R, G and B; the second does not have connections on these pins and can handle a signal through just one composite pin, which is no good for imported SNESes.

Q Is getting a PAL booster and a good converter the *exact* equivalent of buying an American SNES?

A I'm not sure what you mean. The only way you can simulate having an American machine with a UK model is by having a hardware conversion done, which is what we were talking about here last month.

From Andrew Crane, Bournemouth:

Q Do you think Nintendo have messed up with their in-house Ultra 64 games? Only Ultra Mario has been confirmed and other essential updates such as *Zelda* and *F-Zero* seem to have been dropped for the time being in favour of lower quality stuff like *Cruis'n USA*.

A Nintendo's past successes have, ironically enough, made problems for them nowadays because everyone wants to see their old fave – whether it's *Metroid*, *F-Zero* or whatever – given the sequel treatment. Yes, having only Ultra Mario in the offing is a bit sad, but Nintendo have intimated that there will be further updates next year.

Q The Ultra 64 Bulky drive looks like it may be able to handle in-game speech, which horrifies me, as only two games I've ever played have got the formula for speech right. It would ruin an RPG if a load of American accents were put in a Western translation. What are your thoughts?

A You've raised an interesting point there, because games with lots of Japanese speech (of which there haven't been that many on Japanese CD consoles so far) are going to take even longer to get translated than those with just Japanese text. And yeah, cheesy US text is bad enough, without having to suffer it aurally too.

Q Unless someone beats the sense into THE Games, we aren't going to see *Yoshi's Island* this Christmas. What other PAL releases do you recommend?

A As I said earlier, we can't really blame THE Games. But anyway, have a look at *ISS Deluxe*, cos it's totally brillo pad. *Doom* sucked me in for a while, too, but it's not really worth bothering with if you've got access to it on other systems.

ANY QUESTIONS?

Then send them to the one and only Nintendo doctor. He dispenses prescriptions from:

Gamefreak, *Super Play*, 30 Monmouth Street, Bath BA1 2BW.

DAYDREAMING

Something has struck me about your daydreams of late, and that's their general lack of ambition. We're not just talking about the SNES here, so feel free to go mad with Ultra 64 fantasies. Just like Jason James of Chalfont St Peter has right here, in fact:

"I'd like to see a game set underwater with vehicles something like those in the *SeaQuest DSV* TV series. It would be basically a treasure-hunting game with your diving team able to explore underwater caverns, coral reefs and shipwrecks while fighting others who're out to steal the booty. With the Ultra 64's graphics it could be really atmospheric, with shoals of tropical fish and giant boss characters like great white sharks and giant octopi. The last level would have you exploring the Lost City of Atlantis, where there'd be indoor sections which you'd have to navigate on foot, in a *Doom*-style environment, but with less regular-looking rooms, etc."

What a great idea. So great, in fact, that I just can't stop myself sending you this 'ere copy of *Doom* that's clogging up my 'In' tray for the last fortnight.

Could you control the big N? Steven Tyme wants to have a pop at it.

Steven Tyme of Lanarkshire has something more sober to offer:

"I'd like to see a simulation where you would control either Nintendo, Sega, Sony or Atari. You would sign up companies for games and hardware, distribute them, etc. and even decide on prices and number of carts released, and build and develop HQs in different countries. You would also be able to license and produce your own official magazines for publishing."

Hmm, the only enjoyable strategy trading game I can remember is *Minder* on the Speccy (does anyone else remember it? Tops, it was), so I wasn't overly enamoured with this one. But I have to say that being able to outdo Sega, Sony and Atari has a certain appeal (my first priority would be to release the NU64 in the UK first, of course).

Finally this month we have David Thomson, who sent us this missive via the Internet:

"I dream of a Cilla Black game on the SNES. You could present shows like *Surprise, Surprise* and each button would make Cilla say something. It could be called *Super Cilla Black* or something similar."

Nah, mate, give me a Jimmy Tarbuck sim any day, "Ho ho!"

MODE 7

By ZY NICHOLSON

CALLING ALL CHEATS, CRACKERS, AND GAME-FREAKS!

As much by accident as design, my quest for tips has resulted in an *MK* special this month. Let's leave it there, eh? Send your cheats, hints and questions concerning anything other than *MK3* to Mode 7, Super Play magazine, 30 Monmouth Street, Bath, Avon, BA1 2BW.

MORTAL KOMBAT 3

(Acclaim/Sculptured)
SP37: 85%

Now this is just plain silly.

- Play as bosses
- Access cheat menuus
- Play as Smoke
- Tournament Mode
- Sound Test menu
- One button menu
- And loads more besides

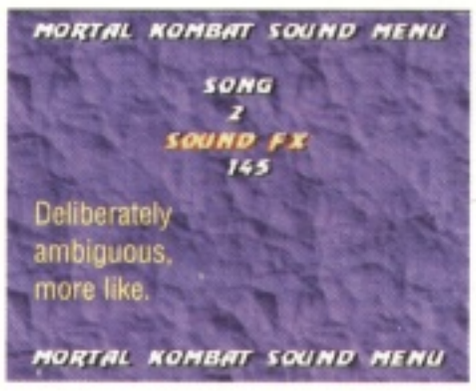
Once again, the demands of the man Compton have been met: thanks to your help we can now present THE MOST CHEATS FOR ANY ONE GAME EVER IN THE HISTORY OF MODE 7. More hacks than a *Star Wars* debug menu, more custom options than *Street Racer*, more useless old tat than *MK 1&2*... Star contributors this month are Shawn Chin Ten Fung of Amsterdam, 'Rayden' of South Shields (A Geordie thunder god? "I don't think so..."), Al Amin of York and Paul Elmore of Mississipi.

Most of the following cartfoolery is selected from one of four hidden option menus that can be accessed by entering pad combinations on the main Start/Options menu screen. You can, if you wish, call up all four menus at once and simultaneously activate as many cheats as you desire.

Use left and right to change stage.

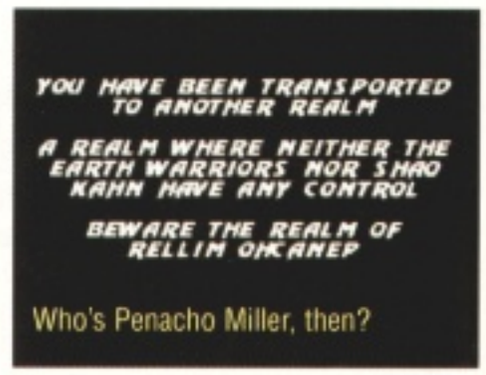
A passing cybernetic ninja.

Play as Smoke
Reset the game. Hold left on the pad plus A when the copyright information screen appears. Then hold right plus B on the Williams logo screen. Finally, hold Y plus X when it says "There is no knowledge that is not power". If you've done it right then Smoke will walk on in front of the *MK3* logo.



Sound Test Menu
Go to the main menu then enter (separately and distinctly) A, Y, B, X. You'll hear an evil cackle and the Sound Test menu will appear. Pointless as it may seem, we derived moments of childish amusement from the rather ambiguous sample that is sound FX number 145 ("You suck", allegedly).

Kool Stuff Menu
Go to the main menu. Press up, up, down, down, left, right, A, B, A and you'll hear that laugh again. The Kool Stuff menu boasts the following cheat toggles:
Timer
(Self-explanatory).
Max Fatality time
(After Finish Him/Her is announced, you'll get extra time


YOU HAVE BEEN TRANSPORTED TO ANOTHER REALM
A REALM WHERE NEITHER THE EARTH WARRIORS NOR SHAO KAHN HAVE ANY CONTROL
BEWARE THE REALM OF RELLIM OHKANEP
Who's Penacho Miller, then?

I'm sorry, but this is still rubbish.

to look up those finishing moves before trying them out).
Play mini game
(Jump straight to their crude *Galaga*-type thing when you start a new game).
Kombat Zone
(Use this to select the background stage before each individual bout).
Enable Pause
(At last, a way to pause the game with the Start button. Very handy for getting screenshots too).
View game credits
(This is where you find out that the game's designers can't spell 'instructor', let alone 'Khan' or 'Combat').

Kooler Stuff Menu
On the main menu, hit Select, A, B, right, left, down, down, up, up. You'll find the following cheats in the Kooler Menu:
2 x Health
(Make your bouts last longer).
2 x Damage
(Alright then, make them shorter instead).
Quick Finish
(Lets you perform finishing moves with just one button! See opposite page).
Enable Smoke
(The cybernetic ninja appears

on the character select screen).
Enable Motaro
(The Centaurian boss appears on the character select screen).
Enable Power Kode
(A *Nintendo Power* exclusive, apparently).
Health Recovery
(Combine this with 2 x Health for long practice sessions).
30 credits
(Blimey, there's a chance for some of us to actually finish the game at last).

And – yawn – yet more cheats.

Scott's Stuff Menu
On the main menu, just press X, B, A, Y, up, left, down, right, down and an 'Excellent' will confirm you've got it right.
Throws on/off
Blocks on/off
Sweeps on/off
Combos on/off
Unlimited Run
(These are all fairly obvious, but they don't affect CPU opponents. Damn).
Dark Fighting
(The screen stays black until somebody gets hit).
Switcheroo
(Your characters change randomly throughout the match's duration).
Quick Uppercut recovery
(For the fighter performing the uppercut, that is).
Hyper Fighting

So, er, what does this do for you?

(*MK3 Turbo*, if you will. So fast even the screen scrolling can't keep up).
Enable Shao Kahn
(The Emperor himself appears on the character select screen).
Play Slots
(We have yet to discover the consequences of a win in this frankly dull and inept *MK* rendition of a slot machine).
Tournament Mode
The same cheat as *MK2*, actually. Press L, R and Start simultaneously on the main menu and you'll be given a new screen on which to choose your eight players. It's more of a tag match than a true multi-player tournament mode, though.

Much like the old Endurance match.

Random Select
Can't decide who to play next? Boh! Then press up plus Start on the character select screen and let the CPU choose randomly for you. It's then traditional to say "Oh no, anyone but him."

Random Factor, spread your light.

Stealth Select
It's not easy to do this with a joypad, but if you want to pick your character without the other player seeing who they will have to face then enter this pad cheat to make the cursor invisible. You'll have to move it around blindly though, judging where it's sitting by counting the bleeps.
First player: From left, rotate pad anti-clockwise through 360°
Second player: From the right, rotate the pad anti-clockwise through 360°
One Button Fatalities
When you've toggled on the Quick Finish option in the Kooler Stuff menu, you'll be able to perform fatalities by pressing just one button. Here's the key to its effects, with the standard pad set-up in brackets:
HP (Y) Primary Fatality
LP (B) Secondary Fatality
HK (X) Animality
LK (A) Friendship
Block (L) Pit Fatality
Run (R) Babality
Your character will also move to the correct distance as long as you're not too far from it, but don't be surprised if it doesn't work every time. Also, if you have extended Fatality time toggled and perform a Pit Fatality where none is possible,

you and your opponent will have another 15 seconds to kick each other in before they keel over and expire.
Play As The Bosses
Unplayable characters, eh? Give up, Sculptured, you can't hide anything from Super Play readers. With these menus it's possible to enable three secret warriors – Smoke, Motaro, Shao Kahn – at once: the central window on the character select screen will show each of them in turn, so be quick in choosing. Unfortunately you can only play as bosses in a two-player game, and only one player can 'be' the boss. I've worked out a few moves to get you started *(You make this all too easy – Ed)*:

SMOKE
Teleport Punch: F, F, LK
Grappling Hook: B, B, LP

At last, some top Smokage awaits...

But a Teleport Punch? How dull.

MOTARO
Teleport: D, U
Fireball: F, D, B, HP

Eat your heart out, Games Workshop.

The wibbly-wobbly teleport move.

SHAO KAHN
Laughter: D, D, HK
Insult: D, D, LK
Mallet: B, F, HP
Shadow Charge: F, F, LP
Shadow Leap: F, F, HP
Unfortunately, none of these cheats will turn you into a super warrior. Nor will they help to overcome the problems of the CPU's ludicrous alternating difficulty level in one-player mode. At least you'll be able to achieve some special effects without entering those pesky kombat kodes.

Shao 'Rubber Mask' Kahn himself.

Rudolph Nureyev eat yer heart out.

Mission 9: ZHYCW

CANNON FODDER

(Virgin/Sensible)
***SP29:* 89%**

● **Passwords**

I'm ashamed to discover that we haven't run any passwords before – especially as I impatiently used one myself to get past an irritatingly unfair phase – so we're indebted to the steadfast Colm McDermott of Derry City. Obviously the number of troops available for any one mission depends on Colm's performance, which is recorded in his codes here.

Mission 1: NBPBZ
Mission 2: BCBCY
Mission 3: SCSDX
Mission 4: YDBGR
Mission 5: DDSHD
Mission 6: SGDCH
Mission 7: WGPHX
Mission 8: RHBCH
Mission 10: XKLDB
Mission 11: LKPCP
Mission 12: RLLCW
Mission 13: DLWCZ
Mission 14: ZNHCG
Mission 15: ZNSCX
Mission 16: CPBCP
Mission 17: HPSCC
Mission 18: NRDCT
Mission 19: HRPCD
Mission 20: XSLCW
Mission 21: TSPDN
Mission 22: GTHCG

Colm regrets that the last two passwords the game gave him don't seem to work. He thinks it is a deliberate conspiracy by Sensible's programmers to make it harder to finish, although we'd be interested to hear from anyone who's seen otherwise.

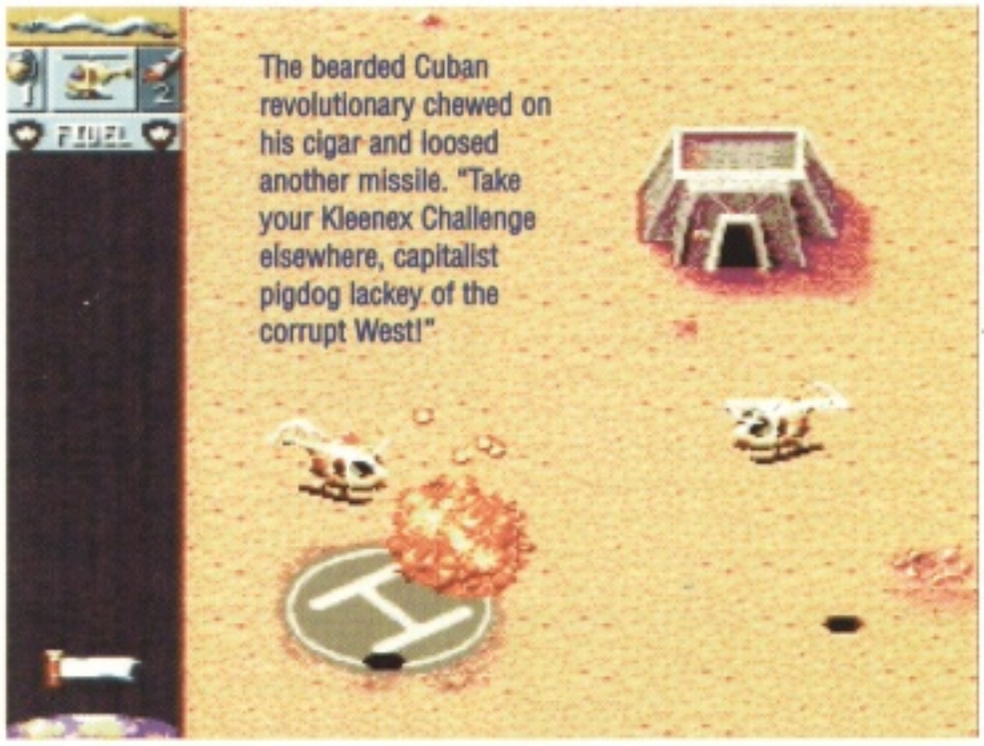
COMPTON'S MOST WANTED

"Evening, all. I am Mr Compton, and your finest tips will be mine if I have to beat them out of you with a silver-handled cane."

1) *ISS Deluxe.* Since you've chosen to inundate me with passwords for its predecessor, I'm positive that you'll find Konami's usual extensive range of quality cheats currently concealed by this worthy follow-up. They're definitely in here somewhere – I can smell them.

2) *Micro Machines 2.* They say Simple Things Please Simple Minds, but when I telephoned the retired popular beat combo to ask for *MM2* cheats I was greeted with ageist Caledonian abuse. Seems they've never played it, the slipper-clad peasants. Help me embarrass them by (a) submitting your tips for this oldie-but-goodie-it's-finally-here-ie; and (b) rummaging through their dustbins for U2 CDs.

3) *MechWarrior 3050.* This may sound more like a wish than a request, but it's my earnest desire to find a super-weapon code for my Mech. If it wasn't for my gout I'd be out there piloting one myself.


The bearded Cuban revolutionary chewed on his cigar and loosed another missile. "Take your Kleenex Challenge elsewhere, capitalist pigdog lackey of the corrupt West!"

PRIMAL RAGE

(TWI/Bitmasters)
***SP36:* 60%**

● **Cheat Menu**
● **Play Human Volleyball**
● **Play Human Ten Pins**
● **Skydiving Cows**

If you were one of the many people who bought this conversion of the Atari coin-op then you've probably discovered that eating, stomping, juggling and generally abusing your puny human worshippers is far more fun than fighting it out. The last three cheats were provided by our friends at Time Warner Interactive, but – gah! – I couldn't get them to work. In fact, I couldn't even find anybody willing to pick up pad 2 to help me. So try these and see if I'm the victim of a bizarre corporate joke, eh?

Cheat Menu

Press Start on the title screen to call up the main menu. Press left, left, left, right, right, left, left, right, right, right, left, right and, if done correctly, a cheat menu will appear.

Human Volleyball

Volleyball can only be played at the Cove stage. Start a versus game and wait for one of the tiny primitives to run out in front of you. Punch or kick them towards your opponent so that they can hit them back. If you both keep up a volley of eight consecutive hits then a net and umpire will appear between you.

Ten Pin Bowling

This can be accessed on any stage within a versus game, with both sides playing as Armadon. Both Armadons should do three simultaneous Spinning Deaths to initiate two frames of of bowling. The skittles are human worshippers, and each player should use their Spinning Death move to bowl them over.

Skydiving Cows

This cheat will only work at the Ruins stage, with both players tied in the third round. One player must be controlling Chaos, who should release a Fart of Fury (ooh, my sides) just before the timer reaches zero. The noxious cloud should still be airborne when the match goes into Sudden Death.

CHEAT CODES

Much cheatage awaits, including numerous *KI* effects for GG and AR.

Almost all of the following codes for *Killer Instinct* were originally US Game Genie codes. I personally converted them to AR codes using the Action Replay 3, then tested them on an AR2 to weed out the failures (*Killer Instinct* isn't compatible with the AR3). Crafty, huh? I'll list both codes where appropriate, but using a Genie you may need to enter the master code 3B61 D4DF to get it to work.

Left codes: Game Genie; right codes: Action Replay

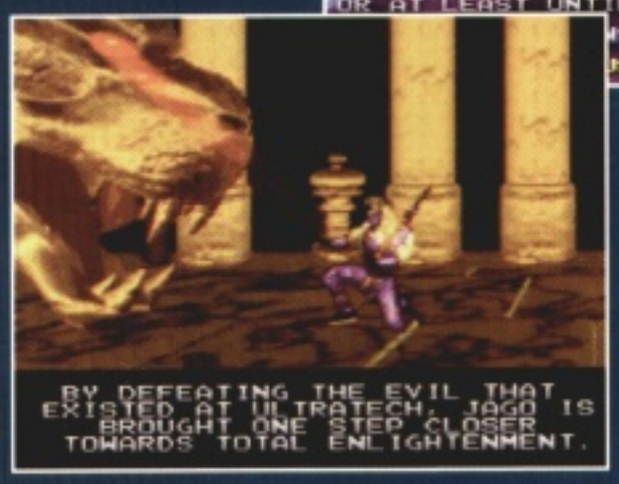
CB64 4D61	8188 22A9	Start 1-player game and watch the ending (use practice mode and options to change characters and difficulty level)
	7E0E EA01	Player 2/CPU always has flashing line
	7E0D 2478	Unlimited energy player 1
B62E 17A4	80D9 FF98	More gore! (excessive spurting)
94A3 340D	80C3 E952	Sabrewulf has faster projectiles
E0A1 17A4		Player 2 controls CPU in 1-player mode
D238 37A4	80EB BF0D	Super SloMo (try different values for 0D)
D08C 17A4	80B9 AF04	Longer combos / missed Ultras
	80A7 7FF9	CPU dizzies player with 1 hit
3E64 34AF	8087 2BEF	No scores shown during fight
D08C 1D6F	80B5 A204	Opponent invisible when hit
D08C 17AF	80B5 AF04	Combo Handicap grade 1
D08C 1F6F	80B5 A704	Combo Handicap grade 2
D08C 176F	80B5 AE04	Combo Handicap grade 3
D08C 146F	80B5 AA04	Unannounced combos, more damage
D08C 170F	80B5 AD04	Can counter anytime
1D3B 1DA7		Players can walk through each other
0087 C4D1	81BA 3844	Laser Light Show during intro (freezes)

Ghoul Patrol – new weapons
7E1D 2B99 – Fast Laser, Player 1
7E1D 4B99 – Fast Laser, Player 2
7E1D 6E01 – Mysterious blue item, player 1
7E1D 8E01 – Myterious blue item, player 2

Street Racer – various effects
7E12 FC0x – Sprite mix (where x is 1, 2 or 3)
7E12 C36A – use with code below
7E12 C4EA – Continuous turbo and auto acceleration. Turn AR on before race begins for a headstart.
7E1E 8FD3 – can't pick up ball in soccer game
7E0C B300 – Heavy ball in soccer game

Pay 50 squiddlers for a game, take it home, shove in a code or two… and spoil the experience completely. Aren't cheat devices simply wonderful?

YOU ARE VICTORIOUS!
YOU'VE DONE IT ALL, AND ARE
READY TO BATTLE THE BEST KI
PLAYERS. YOU BEAT EYEDOL WITH
ONE HAND BEHIND YOUR BACK, AND
YOU CRUSHED EVERYONE ELSE!
YOU CAN'T GET ANY BETTER. YOU
ARE NOW THE SENSEI. THE ONLY
THING LEFT IS TO GIVE TO THE
LESS FORTUNATE AND TEACH YOUR
SKILLS TO THE PATHETIC, WIMPY,
CLUELESS KI BEGINNERS.
YOU WILL GO DOWN IN THE RECORD
BOOKS, BECOME A HERO,
A LEGEND, BE ENVIED BY ALL.
PEOPLE WILL FEAR YOU, PEOPLE
WILL LOVE YOU, PEOPLE WILL
WANT TO BE LIKE YOU. YOU WILL
REIGN AS THE TRUE KI CHAMPION
FOREVER!
OR AT LEAST UNTIL...
STINCT II
SED: 00



Why bother creating all-new graphics for end sequences when you can simply re-hash some from the game itself? Indeed.

DON'T ASK ALLAN

INVALUABLE MONTHLY GAMING ADVICE

And Don't Ask Danny either. He's gone, I tell you. If this carries on I'm going to have to change my name by deed poll to Mr. Dannyallanade Cheatmonkey.

Dear Danny,
On *Secret Of Mana* I STILL cannot find the stupid fire seed. We have Undine, Gnome, Sylphid and Salamando. I've killed 11 bosses as well. Please help. Cheers.
Teagan Paton, Kalgoorlie 6430, W. Australia

Zy says (in tears):
Mana questions, nooooo… But seeing as you're named after a *Dr Who* companion, and you actually marked your envelope "postmen are overpaid", AND came up with the colloquial title of Danny On The Dunny, I shall assist.

The fire seed is in the possession of the Frost Gigas. You found Salamando at the Hidden Paradise holiday resort in the Ice Country, yes? Head north from here to the Ice Palace and make your way through to its great library.

After fighting the Tonpoles you'll find a door leading north from the library. The teleport beyond it warps you to the Frost Gigas. Fire up your weapons, hit him repeatedly with Salamando Magic and prepare for a seasonal treat. Then return the fire seed to its proper palace.

Dear Tips Bloke/Lass/Whoever,
How do you do Eyedol's Ultra and No Mercy? Also, I've tried doing Orchid's 48-hit Ultra but I can only ever get 46 hits at best.
Rob McArdle, Norwich

Zy says (androgynously):
Sounds to me like you're not powered up. You need to get the flashing line on your energy bar by breaking an opponent's combo, so that Orchid's air juggle will do three projectile hits with D, DF, F, Qp rather than one. Which means you need a friend to play against, Rob. Honestly, 48-hit combos? I ask you…

To my knowledge, Eyedol has no finishing moves. People have been playing him in the arcade for months and nobody's discovered any on the coin-op, so I wouldn't hold your breath waiting for them to turn up on the home conversion.

Break your oppo's combo, then juggle, like so…

The following query came to our attention via that information super-leafy-offroad that is the Internet…
Re: *Zelda*, SNES.
What is the bee in the bottle for?
Desmond Lai, juliet@pop.jaring.my

Zy said:
If you release the bee when being attacked by a flying creature (vultures in the desert, crows near the swamp, etc.) it will chase it off for you. Not worth the bottle space, to be honest, but another little playing twist that carries the mark of Miyamoto.

After posting this information on a Nintendo newsgroup I received the following e-mail from Gerald E. Ranum of North Dakota, who had this petite snippette of information to add to mine:

"There is also another type of bee in the game. In the southwest corner of the Light World there is a cave. Inside this cave are a statue and a number of fairies. Use the Pegasus Boots to run into the statue and you will be able to capture a good bee. It can sometimes help you to defeat end bosses (can't remember which ones, though)."
Gerald E. Ranum,
granum@plains.NoDak.edu

Then KB (kbatt1@gl.umbc.edu) added this nugget:
"The good bee, which can be found in the same cave where the ice rod is (dash straight into the statue) will attack enemies on the ground, and I believe it will stick around so you can collect it again."

I haven't had a chance to verify it yet, so perhaps someone can explain what this good bee is best used for? Four years on and the game's still full of surprises.

SUPER MARKET

FREE ADS

Tesco, Sainsburys, Safeway and Somerfield have one thing in common – none of them are a patch on this super market.

MESSAGES AND EVENTS

● Super Play Volumes 1-35 for sale £84.25 or separate for £2.75 each. Tel 0131 6681520 after 6pm. For more info ask for Mai.

● 30 Manga videos for sale, all in good condition. Worth £15 each but selling for £5 each! Loads of the lastest DBZ cartoons series at £10 each - worth watching, music CDs of DBZ and Chinese artists. Phone Fiona now on 0181 556 7498.

● Super Play, every issue to date. SP Gold, £100 ono. Other 1st and early issues of many other mags. Phone for price, all in excellent condition. Call 0181 257 0203.

● For sale - issues 1-13 of Super Play (all perfect condition) £80. Tel Gavin on 0181 644 0608, 8pm-10pm Mon-Thur.

● Doctor, Doctor. Hi to all doctors out there. SNES/SFC penpals wanted to swap games, hints and tips. Contact Wai, 32 Blackbull Rd, Folkstone, Kent, CT19 5QN.

● Oh yes, Super Play: 1, 2, 4-14, bargain price of £35. Phone Keir on 0181 542 0911.

● Hi! 21 year old Italian girl who's an Anime and Manga fan. I'd like penpals from all parts of the world. Write to: Lucia Carpenett, Via San Benedetto 16, Trieste, Italy 34144.

● Edge mags, issues 1 (offers), 10 (£10) and 12 (£8). Pristine condition including original packaging and supplements. Also Total issues 2-23 £25 ono. Buyer collects or pays p&p. Phone Sarah on 01684 568361.

● Super Play issues 1, 5-7, 9-16, 18-37 and SP Gold. Will not split. £35 or swap for PAL PSX game.

● Wanted: Penpal fans of Star Wars & Indiana Jones trilogies. Any age and country. Will write back. Write to: Maruska Baldacchino, 39 Maitland St, Hamrun, HMR 06 Malta.

● Edge mags for sale. Issues 1-20 - will not split; some very rare. VGC £70 or swap for Super Famicon & 2 pads. Tel 01452 418287.

● Issues 1-36 of Super Play for sale. VGC £40, must collect Poole/Dorset area. Tel: 01202 383104.

● Penpal wanted from anywhere in the world. M/F 13+. All letters answered (photos would be appreciated). Write to: Waiman Tang, 248 St Marys Lane, Upminster, Essex, RM14 3DH.

FANZINES

● RPG fanzine 'Journey's End' £1.50 per issue (3 out). A. Simpson, 230 Thornbridge Ave, Great Barr, Birmingham B42 2AL.

● Retrogamer fanzine of classic video games. Nolan Bushnell, Pac-Man, Laserdisk games. Cheques for £1 to Keith Ainsworth, 52 Kingfield Rd, Orrell Park, Liverpool, L9 3AW.

HARDWARE FOR SALE

● UK SNES with joypads and the following games: Zelda 3, Mortal Kombat, Jurassic Park and Starwing. All for £80 ono. Tel 01284 788104.

● For sale UK SNES 9 games all 90% or over 2 controllers. Everything boxed, 1 year old games include Sensi, Dragon the Bruce Lee Story, Smash Tennis and more £150. Tel 01506 880923.

● Jap Sony Playstation for sale, unwanted present. Includes: 'Dragon Ball 2 CD', 1 joypad, scart leads & adaptor. All boxed, £350 ono - less than 2 months old. Tel Chee on 0222 736178.

● A Super Nintendo & 9 games. Super Play mags, 2 controllers, all games are good. £150. Tel 012581 860105.

● For sale! 100 5.25 inch double density disks, £5 excl. P&P. Phone Matthew on 0181 524 4326 or 0973 301882 (office hours).

● UK SNES 2 pads with 4 top games including Mario All Stars (UK), Super Punchout (UK), Earthworm Jim (US). All boxed and in shop condition. £100. Tel 01132 755327.

● UK Super Nintendo plus 60 games for sale. SNES £35, games from £5-30. Jap Sony Playstation £275 plus games £35-60. UK 3DO £200, 3DO GEX £290, FIFA £20 plus more. Tel Andy on 0121 456 5273.

● Game Boy for sale, 10 games, 2 different battery packs, AC adaptor, Magnifier magnilight, carry case. Worth £350, sell for £75. Tel 0181 384 8690.

● Amiga 600 complete with mouse & joysticks. 32 boxed games in excellent condition. £250 ono. Tel 01992 443447.

● Limited Edition Blue Game Boy, only 30 in the world. Competition prize. Full proof with Wario Blast, newspaper clippings etc. £150 ono. Tel 01625 431357.

● UK SNES with 9 good games - DKC, Cannon Fodder, Starwing, SIM City etc. 2 joy pads. £180 for the lot. Tel Mat on 01625 528153.

● UK SNES for sale, with 11 games inc. ISS, DKC, Super Bomberman 2, Dragon Multitap & 3 controllers and convertor. £200+. Tel 0114 2661978.

● Super Play issues 24-32, 34-36 for sale - £1.50 each. All in absolute mint condition. Also SNES Quickshot £5. Ring Geoff after 6pm on 01925 827580.

● UK SNES 2 controllers 13 games like SSFII, Starwing, Stuntracer FX, also with Score Master. Price £275 ono. Phone 01793 485367.

● Amiga 500 4 MB, 2 joysticks, mouse and mat, dust cover, disc box, approx. 30 games some boxed. Good condition, worth over £600 - sell for £60. Tel 01484 545993.

● UK SNES with Mario All Stars - £50. 20 games including MKII and SSFII. SNES and all games boxed with instructions. Phone Richard on 0161 439 8145 after 4pm.

● Bargain of the year! SNES and over 80 games, that's right 80 games. Only £250. Also many mags for sale. Don't miss out, phone Chris on 01709 372492 now!!

● UK SNES 2 pads & 3 great games - SFII Turbo, Zombies, Fever Pitch Soccer. All sensible offers considered or will swap for Amiga 600. Call 01326 250293.

● UK SNES, 2 pads, 8 games inc. Secret of Mana, NBA Live 95, NHL 95, Madden 94, Mario Kart and convertor all boxed. Plus 1-36 Super Play £200 ono. Tel 01229 582106.

● Bargain Neo Geo for only £120. Very good condition plus Samurai Showdown £50, also monitor £90 ono. Call 01926 52445.

● UK SNES for sale. 15 games: Donkey Kong, Stunt Race FX etc. Everything boxed and bagged as new. 2 joypads and a joystick, SNES in excellent condition. Also Super Play 1-35. £330 ono. Tel 01902 896271.

● Yo! SNES for sale. 8 games inc. Shadow Run, 9 UK games inc. Mario Kart, Scope with Yoshi Safari, £250 ono. Ask for Anton on 01746 852116 between 4-6pm.

● SNES (UK) & 2 auto pads, 11 games, SF11, Syndicate, Mario Kart, Starwing, Sensible Soccer, Flashback & more. £250. Phone Tim on 01706 376888.

● SNES (UK) 27 top titles, 2 joypads, all boxed in excellent condition. Worth over £1000 - sell for £500 ono. Call Andy 10-5pm on 0831 497 046.

● UK SNES, 12 games: Street Racer, Bomberman, Uni-Rally & 4 control pads, multitap, mouse. Also over 20 issues of Super Play. Boxed £200 ono. Ask for Dennis on 0279 871392.

● US SNES with scart heads plus 3 US games only £65 inc. p&p. Call 01245 472572 evenings.

● Amiga 500 with monitor hard drive, external drive, mouse, joystick and over 200 games. Worth £1000+, sell for £400 ono. Tel 01753 866964.

● UK SNES with 5 games inc. DKC, Secret of Mana and Super Mario World. £150 ono. Tel 01524 221004.

● For sale boxed Playstation with demo CD and one game (rapid reload). £250. Contact Ricky on 0181 3687486.

● Neo Geo CD with 2 games £295 or swap for 3DO, also 32X & Mega Drive plus 2 games only £170 or swap for Amiga 1200 or something else. Tel 01934 833788.

● Rip me off, go on - SNES, 2 joypads, 2 joysticks, 5 games over 85%, inc. DKC & SSF11, 4 player adaptor, everything boxed as new. Only £250. Phone 0181 573 4197.

● SNES - 11 games: Bomberman II, SFII, SSFII, Sidepocket, Indiana Jones, R 'n' R Racing, DKC, MKII, Super Tennis, Starwing, FIFA Soccer. 3 joypads/stick/Action Replay. Will spilt games £15-25 each. Tel 01543 871734. All for £200.

● Super Famicom PAL 50/60 Hz switchable, scart lead plus 8 games inc. Secret of Mana & SFII Turbo, SFX convertor. Excellent condition. Fully boxed with instructions. £290. Tel 01277 232460.

● Amiga 500+ for sale, 2 joysticks, over 80 games, mouse, mat. £150 ono. Ring Jack on 01422 842072.

● UK SNES for sale, 2 joypads, Street Racer, Mario World, Prince of Persia & Mortal Kombat. £115 ono. Tel Richard on 01328 820716.

● UK SNES Mario All Star Pak (Super Scope 6) 2 Nintendo control pads & 19 games like: Zelda, DKC, Mario World, Super Bomberman. Worth £550 - sell for £300. Tel 0141 944 5021.

● UK SNES, 10 games including Mario Kart, All Stars, Bomberman, Sensi, 3 pads, tap, adaptor, 25 mags. £200. Tel 0181 866 6535.

● Bargain!! UK SNES for sale. 8 games inc. Bomberman, Starwing, Mario Kart, Zelda. 3 joypads inc. SN Program pad & scart leads. Worth £500 will sell for £250. Fully boxed with instructions. Tel 0191 2664355.

● UK SNES for sale. 2 controllers, 2 games: Mario World and Donkey Kong Country (both UK). £70 ono. Call 01603 716206.

● UK SNES excellent condition. 16 games: IS Soccer all above 80%, 2 joypads, convertor. Super Play 1-37. £320 ono. Tel 0181 961 3669.

● UK SNES plus 2 pads, adaptor & 6 games inc. Stunt Race FX, Starwing, Secret of Mana, NBA Jam TE, £120. Also Game Boy; 9 games £40. Phone Jack on 01223 361108. Cambridge area if poss.

● UK SNES plus 2 pads, adaptor & 6 games inc. Stunt Race FX, Starwing, Secret of Mana, NBA Jam TE, £120. Also Game Boy; 9 games £40. Phone Jack for more info on 01223 361108. Cambridge area if poss.

● UK SNES, 4 joypads, multitap adaptor and 13 games Inc.: SOM, NBA JAM, FIFA & Bomberman 1 & 2. Bargain at £300. Call Peter on 01494 812223.

● UK SNES, 2 joypads, 6 great games inc. Bomberman 2, SF2 Turbo & Stunt Race FX. Ex cond. Bargain £140. Ring 01424 219358. Sussex area - buyer must collect.

● NES & 6 games, Game Genie, 2 joypads, arcade joystick, carry case, all games boxed. Mint condition, worth over £200, sell for £50 ono. Tel 01484 545993.

● UK SNES, 2 pads, prog convertor & 4 games: Stunt Race FX, All Stars, Clay Fighter 2 (US) & Zombie (US). Also Game Boy and Tetris all for only £220. Ask for Jonathan on 0131 657 4790.

● American Scart Jaguar, 2 pads, 1 PSU, Scart lead with phono outputs. 4 games: Doom, Tempest 2000, Aliens vs Predator, Cybermorph. Everything in perfect condition, boxed & instructions. £150. Tel 01923 285766.

● SNES with 11 games including SOM, MKII, PIO Action Replay, 2 pads, 1 joystick - £200 or swap for Playstation. Tel 01543 871734, ask for Jason.

● SNES with multitap, 3 joypads, 12 games inc. Secret of Mana, MK2, Streetracer, NBA Jam TE, Bomberman 2, DKC & all issues of Super Play. £250. Tel 01202 383104.

● SNES for sale, 2 joypads, 6 games plus scope with 6 games - £130 ono. Also Game Boy for sale with Game Genie, light magnifier, rechargeable power pack, 6 games plus 2 player link - £80 ono. Phone 0141 776 2711.

● UK SNES for sale, 9 games inc. Super Metroid, Secret of Mana, Street Fighter 2 Turbo, FIFA Soccer & NBA Jam, plus 3 joypads, carry case, about 20 mags. Quick sale, won't split. £120 ono. Call 01772 774158.

● Philips monitor for sale £100 or swap for Secret of Mana, MK3 or Chrono Trigger. Ask for Robert on 01223 510925.

● Scart Jag, PSU, 2 pads, Scart lead with hi-fi connections, Doom, Tempest 2000, Aliens vs Predator and Cybermorph. All boxed & instructions, perfect condition. £150. Tel 01923 285766.

SWAPS

● Soul Blazer swap for Final Fantasy 3. Write to: Mr P A Nolan, 75 Beach Rd, Cleveleys, Nr Blackpool, FY5 1EW.

● Anyone interested in swapping Mortal Kombat for SNES, for my Street Fighter II Turbo SNES. Anywhere in Yorkshire. Tel: 01262 671127.

● I will swap my Dragon or Super Return of the Jedi for SSF2 or International Super Star Soccer. Tel:0161 624 1008, ask for Matt. UK versions!!

● Swap my Soulblazer (US) or Maximum Carnage (UK) for your Final Fantasy 2 or Breath of Fire. Phone 01923 253756 on weekdays after 5pm. Ask to speak to Karkay.

● I have SSF II (US), Super Smash TV (US), Starwing (UK) swap for ISS, DKC, Mana (UK only). Tel Tom on 01234 841014.

● Swap my Plok and Bubsy for anime videos, especially Masamune Shirow titles. Tel 01702 611442.

● Super Nintendo players game exchange now operating, large selection, top titles. Tel 01707 268285 anytime.

● I will swap my Smash TV, Alien 3, Battletoads or Cybernator for your Batman and Robin, Flashback, R Type 111, Turtles TF, Turtles 4 all UK. Tel 01357 300 456.

● Swap my Lost Vikings or Stunt Race, for T2: Arcade, Shadowrun, Turtles Tournament, Return of the Jedi, MK3, Illusion of Gaia, Earthworm Jim, Doom or Chessmaster. Phone Neil after 4pm on Deeside (01244) 822858, MUST COLLECT!!!

● Will swap Donkey Kong Country, box and instructions for any good game, box and instructions for MD (UK). Tel: 0181 6544018.

● Swap any of these games; Super Probotector, Taz-mania and Megamanx for Chrono Trigger, Earthbound or Final Fantasy II. Happy to do 2 for 1. Also you get 5 Manga books for free, including Street Fighter II. Phone 0121 602 8279.

● I'll swap Super Mario All Stars, Zelda III or Batman Returns for Theme Park, Starwing 2 or Donkey Kong Country. Call 01634 686311.

● Mega Drive 1 (unboxed) & 4 games - £30. Master System 2 (unboxed) & 6 games - £30, or swap both for SNES & games. Call Marco on 0141 770 8034, after 5pm (Glasgow area only).

● I'll swap my (UK) SNES Cool Spot, Troddlers, Smash TV, Cybernator, FIFA, World Cup USA or Zool for your (UK) Secret of Mana, Shadowrun, ISS, SSF11, Super Punch Out, Syndicate, Lemmings II or Smash Tennis. Ask for Ben on 01803 556194.

● Swaps all UK. Jungle Book, MK, F-Zero and Batman Returns. Please send your list of UK swaps to: Gavin Long, 79 Riverside, Oxford, OX1 4NQ.

● Swap Jamo CD, Power, 100 Speckers for 286 PC. Must have Windows. Must collect, no callers please. Contact address only: Miss Winder, 41 Tuby's Trailers Park, Station Rd, Stainforth, Doncaster, S. Yorkshire, DN7 SMR.

GAMES FOR SALE

● UK SNES games for sale: Mortal Kombat II £30, DK Country £30, Micro Machine £25 plus many more top of the range games for sale if the price is right. Call Darren on 01662 246330, after 6pm on Sunday.

● SNES and Mega Drive - opened a swap centre from home, sale, buy or swap games. Tel 01903 208841.

● Scope with 6 games (£35) Crash Dummies £15, Super James Pond £15, Turtles In Time £15, Paperboy 2 £15, SFII (no box) 310. Phone 01382 562634 for further info.

● SNES games for sale, DK, Super Star Soccer, Mario Kart, Zelda 3, SOM, FFIII (US), NBA Live'95, MKII, Unirally and Street Racer. All boxed and all £15 each. Call 01661 825646.

● 3 US SNES games for sale: Robocop 3, Super Battletank, D. Force. All 3 for £40 or swap for UK SNES Super Empire Strikes Back. Tel 01225 401063.

● The Seventh Saga ENIX RPG £17.50 inc p&p. Tel 01245 472572 evenings.

● SNES games for sale, 10 top games from £10-£25 all boxed, all UK with instructions and in excellent condition. Tel Ben on 0116 2432134.

● Final Fantasy III (US), boxed with instructions £39. Fire FX adapter to run FFIII £9. Tel Mat on 01625 528153.

● Street Racer £14, FIFA Intl Soccer £12, Legend of Mystical Ninja £15, Syndicate £15. Tel 01245 472572 evenings.

● Super Game Boy for sale. 4 games: SMI, SMII, Zelda, Golf. £40. Please write to John McDonnell, 22 Pine Valley Way, Ballinteer, Dublin 16, Eire.

● Utopia for sale, brand new in excellent condition - worth £56, selling for £30 ono. Tel 01904 798941.

● UK SNES games for sale, Bob, Zelda, JP, Mystic Quest, Mortal Kombat, Cannon Fodder, Best of the Best. Tel 01793 488392.

● UK SNES games for sale: Plok (£20), Mario All Stars (£25), NBA Jam TE (£30). All in excellent condition, swaps considered. Tel 01328 878432, after 4pm weekdays.

● Game Boy games for sale, over 20 different titles from £7 to £15 including Zelda, Super Mario. Also Game Genie for Game Boy only £15. Super Mario All Stars (US) for SNES only £20 with free converter. Phone David daytime on 0171 836 1160.

● Cheap SNES games: Rise of the Robots £10, Aladdin £15 or swap for the Empire Strikes back or others. Phone 016973 43251.

● 17 top games for sale, US, Jap and UK. From £10-£30 each. Tel 01302 745979. Ask for Matt.

● Hello! I'm selling Sim City for £15 ono, so buy it. Ask for Tony on 0141 9469992.

● Games, manga, posters & CDs for sale/swap, eg SF11- manga movie & TV series, FFIII - music CD, Samurai Showdown - motion picture etc. Plus 5 games for sale/offer inc. DKC, Stunt Race FX, Plok!, etc. worth £150 & sell for £80 (inc. p&p). Contacts wanted. Write or call Joe Lee, 99 Turpington Lane, Bromley, Kent, BR2 8JD. Tel: 0181 4626838.

● UK SNES games SSFII £35, Illusion of Time, NHL '95, Cannon Fodder £25 each. US FFIII & converter £40. Phone 01706 376888. Ask for Stewart.

● Chrono Trigger (US) £65, Final Fantasy 3 (US) £55, Secret of Mana (UK) £30, Illusion of Time (UK) £30, Desert Strike £15, Zombies £15, Alien 3 £15. Tel 01954 718718.

● Int. Sup. Soccer - £25 (UK), boxed & inst. AR2 £20: both for £40 or swap both for the Final Fantasy III (US). AR2 is boxed /instructions/fastest book of codes. Phone 01903 783144 and ask for Peter.

● USA SNES games for sale. J Madden '94 and Tecmo NBA Basketball £5 each, plus universal adapter for £5. Also Game Boy games Revenge of Gata, World Cup and Castlevania £5 each. All games in good condition, boxed with instructions. Phone John on 01744 25561.

● SNES Donkey Kong £17, NBA JAM, Zombies £13, Starwing (UK & US) £11, Starwars (US), Mario All Stars, Mortal Kombat, Sensible Soccer, Striker, Super Probotector, Tecmo NBA £10, Super Aleste, FI Exhaust Heat £8. £140 for the lot. Phone 01506 845580.

● SNES T2 arcade game, Stunt Race FX, Dungeon Master and Young Merlin. Prices negotiable. Game Boy, Nemesis £5, Battle of Olympus £12.50, Battle Toads £7, Mercenary Force £5. Tel 01372 372047. Ask for Rob.

● UK SNES PAL version for sale. 22 games and 3 control pads. Games include: Cannon Fodder, Stunt Race, Zelda, Mario World, FIFA 94, UN Squadron, Tiny Toons, Desert Strike, Alien 3, Street Fighter II, Turbo, Mario Kart, Pilot Wings, Mystic Quest, Top Gear, Alexy, Rampart & more. Phone John on 0181 853 5112. Sell for £300. Deal!!!

WANTED

● Urgently required, Donkey Kong Country, will pay £25 or swap for Out to Lunch & Street Racer. Evenings, phone Mandy 01323 460005.

● Wanted - Sim City UK version. Will swap for Mario World, Mario All-Stars, Syndicate, Taz-Mania or JP2. Tel: 0181 443 5629. Ask for Will.

● I would like FFIII with convertor for any 2 of my games out of DKC, Starwing, Zelda, Street Racer or Castlevania 4. Phone 01283 548626.

● Wanted Manga/Anime/Contacts. I have tonnes of CDs, merchandise & videos. I'll swap/sell/buy. For example I have Manga posters (official UK), DBZ - trading cards, FFIII - CDs, SFII - movie & TV episodes, Fatal Fury - motion picture & more!! Ask for Joe, either write or call. Joe Lee, 99 Turdington Lane, Bromley, Kent, BR2 8JD. Tel: 0181 4626838.

● Alfred Hitchcock and the Three Investigators hardback books wanted. Top prices paid! Phone 0141 569 7193.

● Scart Sony Playstation, 2 Sony pads, external scart lead. No PSU needed with 2 games either from Tekken, Wipeout, Ridge Racer, if you have to sell ring 01923 285766.

BOOK YOUR FREE AD HERE!

Fill in this form (in capital letters, please, bearing in mind that we won't print your name or address – just your phone number, unless you write it in specifically), **stick it on the back of a postcard or envelope or it will go in the bin** (well, would you like to open 200+ envelopes?), and send it to **Supermarket, *Super Play*, Future Publishing, 30 Monmouth Street, Bath BA1 2BW.** If you're under 18, please ask your parent or guardian to sign the coupon. This service is only available to private advertisers.

Please print my free advertisement as soon as possible under the following classification:

- Hardware For Sale ❑
- Miscellaneous Sales ❑
- Wanted ❑
- Messages And Events ❑
- Fanzines ❑
- Swaps ❑

Name .....
Address .....
.....
.....
.....
Postcode .....
Tel No .....
Signature of parent/guardian (if you're under 18).....

I want my ad to read:
.....
.....
.....
.....
.....
.....
.....

Sorry, but *Super Play* can accept no responsibility for ads placed in this section.

EXCITABLE VIEWPOINT PLAYBACK

Without you, these three pages would be blank every month. So unless you fancy the idea of (admittedly high-quality) jotting paper here next month, get writing...

'ON THE SLOW SIDE'

After reading yet another excellent issue of *Super Play*, I felt I have to write and commend you on your consistently brilliant magazine. I know production costs have soared and yet *Super Play* has never let us readers down, not like so many other monthly magazines have done. It's so good to know that whilst so many companies are trying to gain as much as they can from the gamesplaying public that *Super Play* continues to give excellent value for money even when they are a little on the slow side regarding games. You always find ways of putting in-depth articles and items of news no-one else seems capable of finding and always give a good read. Well done to everyone concerned for their hard work and for giving people like myself the best Nintendo magazine around. Long may you continue to do so. Thank you.

Jill Petch, Sheffield

We never print letters like these, although we get loads of 'em. But this one's so, well, heartfelt that we just had to print it. And there are no ulterior motives either. It's just so nice to be appreciated.

As far as reviews are concerned, we'll let you in on a little secret here. The reason we get some games for review a little later than others is because we are an independent Nintendo magazine, and we tell it how it is. We rely on the good will of software houses sending us review copies of games as and when they are ready, but we refuse to pander to the demands of software houses who offer exclusives and games for review on the basis that the game receives over 90%. *Super Play* never has and never will resort to such a policy.

If it means we have to go out and buy the games for review when they arrive in the shops, then that's what we'll do. Of course, this means that you'll have to wait a little longer to get our opinion on a game. For this reason, if you see a game that has sneaked onto the shelves before you've read a review in *Super Play* (for whatever reason – it may be that we've simply not had the space), then do give us a call to find out whether we've seen the game and what we think.

'A BIT OF DOSH'

In issue 36 I enjoyed your reviews of three great-looking games – *Yoshi's Island*, *Killer Instinct* and *Doom*. I was looking forward to going out and buying at least one of these, when I saw, in horror, how much they cost. *Killer Instinct* costs £60, *Doom* costs £65 and *Yoshi's Island* is probably going to cost about the same (when it finally gets here).

It's not the case that I'm a whinging git who's not prepared to spend a bit of dosh on a game, but I think these prices are still a bit too expensive for your average SNES punter.

What are your thoughts?

Robert Lee, Bromley

Too damned right, games are expensive. You are not alone in the fact that these games seem out of reach – just take a look at the current charts and you'll see that many of the best-selling games are budget releases.

At *Super Play* we've always campaigned for the best value and price for gameplayers – we do try to take into account the price when we review games. If all this interests you, you should get hold of *Super Play* 33 (pages 34-36) where we examined the whole cart costings system. It probably won't make you feel any better, but at least you'll understand the pricing policies and politics that go on behind closed doors. There's so much that comes into the equation that it's simply too lengthy to go into here...

THE SUPER PLAY INTERESTING-O-METER

The Ultra 64
The Ultra 64
The Ultra 64

HOT

NOT

The PlayStation
The Saturn
The 3DODO

ENVELOPE ART

Send your finest arty offerings to Super Play, Future Publishing, 30 Monmouth St, Bath BA1 2BW. Be warned, though – if you wear glasses like Nana Mouskouri's your chances of winning are lessened. Okay?

WINNER

Yee Ping Kuit of Melton Mowbray (isn't that a type of cheese?) in Leicestershire romped home this month with this topper *Sailor Moon S* pic.

KINDLY LEAVE THE STAGE

Knock, knock.
Who's there?
I dunnup.
I dunnup who?
Eurgh!
Chee Hao Hui, Stroud
0/10

Q What do you call a dinosaur after it's had a curry?
A Mega-sore-ass.
Robert Lee, Bromley
3/10

Q What's orange and sounds like a parrot?
A A carrot.
Bobby Vines, Cheshire
1/10

Get 5/10 or above for your joke and win something spesh! Kindly Leave The Stage, Super Play, 30 Monmouth Street, Bath BA1 2BW.

'TRANSFORMERS COMIC'

I got this postcard from the Post Office to say that they tried to deliver a parcel when I wasn't in, and I honestly didn't have a clue what it was. Four manga books! I can't believe I have actually won them! The only other time I ever won anything from a magazine competition was when I was about 10 and I won *How To Draw Comics The Marvel Way* from a competition in *Transformers* comic – but that's a bit embarrassing, so don't tell anyone I told you.

(Oops! – Ed)

So you are the first official NU64 mag? Excellent. I have been toying with the idea of buying a PlayStation recently (just got my student loan through, you see – yes, we students know how to budget!). But I have decided to hold out for the NU64 release next year.

Keep up the excellent work on the mag,
ANT, on the Internet

Sigh. Another satisfied customer.

No, we're not the first 'official' NU64 mag, but as we've been covering more NU64 info than any other mag of late – added to the fact that most of you are planning to buy a machine next year – we decided to pull it a bit further into the spotlight. Yep, NU64 fans will enjoy what we have in store over the next few months...

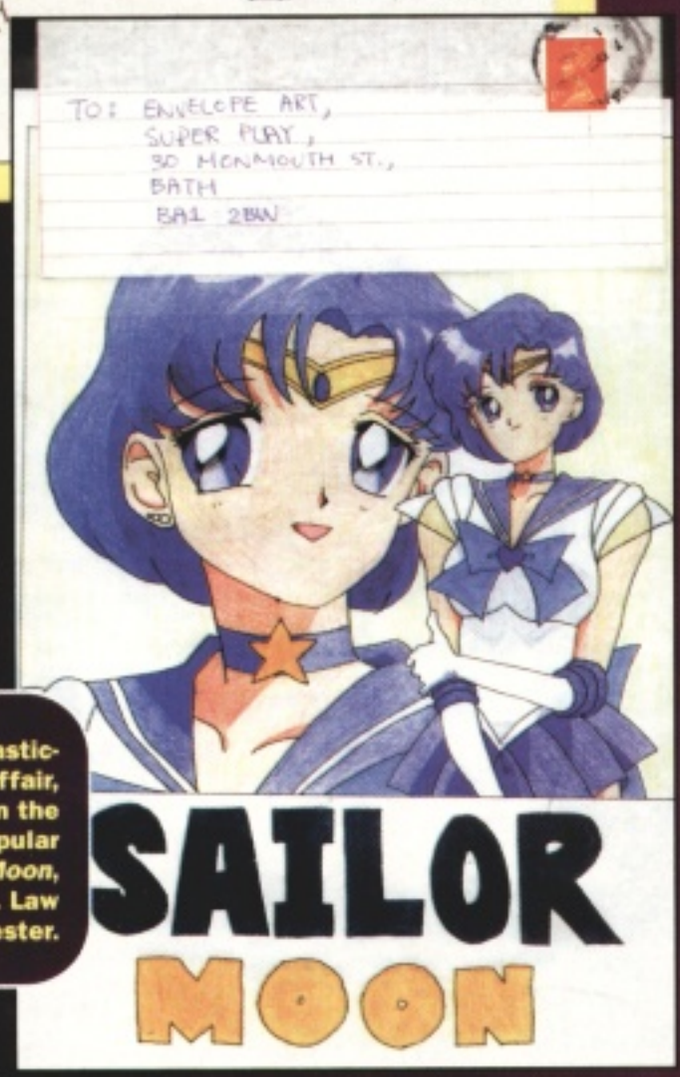
'DISTURBING THINGS ON DIGITISER'

I have been reading disturbing things on *Digitiser* concerning Nintendo putting an 8-meg limit on the first batch of Ultra 64 games to bring the cost down. Ninty surely can't stick by their delay reason of wanting time to produce the highest possible quality games after an action like this.
Alan McDonald, Kildrum

There has been a lot of confusion over the question of meggage. But you've got to bear in mind that

Harrow-based Gemma Cuthbert's great *SOM2* pic arrived in a plastic sleeve for protection. Blimey.

Yep, you've seen this fair lass before in these pages – but never embroidered! Huge thanks go to Michael Duffy of Birmingham.



Another plastic-covered affair, based on the ever-popular *Sailor Moon*, from K. K. Law in Colchester.

Vincent Chan of London sneaks his fizzog in on his bonzer *Final Fantasy* envelope.

we're not talking 8 megs as in SNES cart terms – we're talking 8 mega*bytes*, not bits, ie twice as much as the largest exisiting SNES carts.

An Ultra 64 developer has recently divulged to *Super Play* that the memory restriction – which, as you rightly say, Nintendo have imposed in order to keep prices down on early releases – has yet to prove a problem. With compression routines running at ratios between anything from 3:1 to 10:1, they theoretically have up to around 80 megabytes (or 640 megabits) to play with.

'JOIN THE SCORPION ARMY'

RPGs on the Ultra 64? Yes, I think that's a good idea. Something I think would be good would be to use the 'Bulky' drive to store RPG compilations, kind of like the *Dragon Quest 1•2* cart that was featured in issue 14. Or what about something like the *Final Fantasy I & II* cart that was released on the Famicom, but with *all* the Famicom, SFC and Game Boy games on it.

But do you remember what Ted Woolsey said in the issue 23 interview? He said that *Secret Of Mana* was originally planned to be a CD-ROM game for the Sony/Nintendo add-on. A completed version of *Mana* on the NU64 with better graphics, better music (is this POSSIBLE?!), longer and harder gameplay, and what about a few more twists in the plot – maybe you could be able to join the Scorpion army at some point. But if *Secret Of Mana* was planned to be larger, what about *Final Fantasy III*?

Of course, original RPGs on the machine would be great too, just as long as they're good – think of all the really bad RPGs that have been released. But I guess there's no chance of Square releasing any crap...

Vincent W. H. Chan, Whetstone, London

And even less chance of Square discarding the characters from, say, the *Mana* series. In fact, we've already heard whispers about an NU64 version. Cor!

'COFFEE-STAINED'

After reading issue 37 through from cover to coffee-stained cover, I felt I had to write to express my surprise at the attitudes of today from high-standing magazines and press such as yourselves.

Basically, it's about next-generation machines and their graphics. Now, to be quite honest, graphics are nice when it comes to playing a game, but it's not what I really look for when considering a purchase. Okay, so Joe Public Jr. (the little clueless gamesplaying kids, to you and me) may say "OOOOH! Nice graphics, I'll spend £50 on that," but I don't. What I want to see is gameplay, and heaps of it. So I have to say that I was grossly disappointed to read of *Stacker* in your magazine (and I quote): "How is it going to make full use of the NU64's unparalleled graphics capability?" The point is... WHO CARES? If it's going to be a good game, it'll be a good game, graphics or no graphics, and if it's trash, then no amount of gourad-shaded polygons will save it. *Edge* slagged off the PlayStation game *Rapid Reload* just because it "didn't show off the machine's capabilities". So what? It was a fun and hectic game to play.

Are people scared to go back to the days of ordinary graphics but a great game underneath – that just because the technology is capable of the graphics, all games have to be so real it's unreal? The worst comment was in 'another' magazine (ahem) which stated "It's surprising that one of the best games of the year is one without superior graphics". Why surprising? What is the problem? Why do I keep repeating the point? Because people like you DON'T LISTEN. You preach "Look at the great graphics" to the gamesplaying public. And you wonder why so many people go out and buy games like *Rise Of The Robots*? To put it plain and simple: graphics are a nice bonus, but they are not essential, even if the machine can do better.

Martin Mathers, Stanmore, Middlesex

It's always interesting to hear from readers who obviously have a hardcore interest in gaming. Interesting, but not always enlightening, as your letter ably demonstrates. Over to Tony for this one:

"Blimey, what a cheek. If you read issue 37 so thoroughly, how did you miss pages 53 to 57? Their content should fill you in on the balance between graphics and gameplay.

"The comment we made about *Stacker* was admittedly slightly tongue-in-cheek, but I still don't believe you'll find the game at the top of many people's Ultra 64 must-buy lists at this stage. Look at it this way: it's Virgin's first game on the most powerful games console in videogaming history – don't you find that unambitious, at the very least?

"And where did you get this so-called quote from *Edge* regarding *Rapid Reload*? It didn't appear in their review – I know because I wrote the damn thing. It was criticised for being overtly derivative and, as one of the PlayStation's first releases of note, it wasn't allowed to get away with such a crime. Put it alongside *Contra Spirits* and look hard enough and you'll see the difference between what is truly great and what is uninspired cloning. Go back and read it again and you'll see that the *Edge* review says "some of the hardware effects... do their best to remind you that this is a PlayStation and not a SNES" – hardly a slagging delivered on the basis that it doesn't show off the machine's capabilities. Oh, and the game's repetitious too, which hampers its ability to deliver 'fun' considerably.

"If Ultra 64 games fail to deliver gameplay to go along with their knockout visuals, we'll tell you as much right here. Over the last three years *Super Play* has made this stance crystal clear – in fact, I was astounded that you've completely failed to notice it – and it's certainly not going to change because of advances in graphics technology.

We hope that clears everything up, Martin.

WRITE NOW!

Want to be a star? Want to 'be' in *Super Play*? Have an opinion on something SNESular, do you? Then go for it – write to us at this address:

PLAYBACK, SUPER PLAY, 30 MONMOUTH STREET, BATH BA1 2BW.

HIGHLIGHTS

"I have written to your magazine many times. Thanks for the pen each time! What I am saying is every time it is printed, it only appears to be on the Highlights section. Is this a joke or what?"

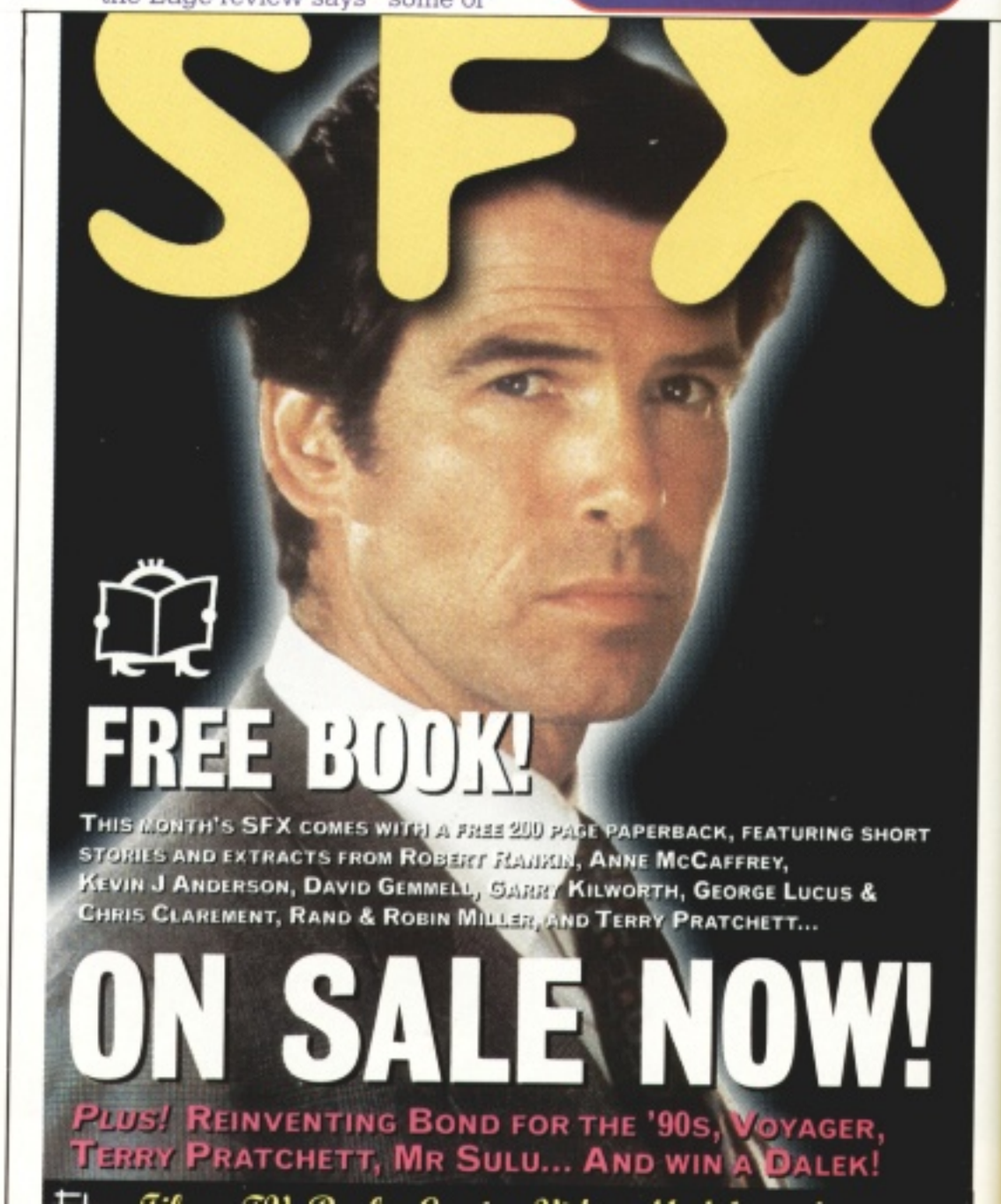
Kevin "KC" Wan, The Netherlands

You asked for that.

"All you guys do is print an extract of one's letter and place it in some empty space in your magazine."

Kevin "KC" Wan, The Netherlands

Sorry, we just couldn't resist doing that either. It won't happen again. Honest.


SFX
FREE BOOK!
THIS MONTH'S SFX COMES WITH A FREE 200 PAGE PAPERBACK, FEATURING SHORT STORIES AND EXTRACTS FROM ROBERT RANKIN, ANNE MCCAFFREY, KEVIN J ANDERSON, DAVID GEMMELL, GARRY KILWORTH, GEORGE LUCUS & CHRIS CLAREMENT, RAND & ROBIN MILLER, AND TERRY PRATCHETT...
ON SALE NOW!
PLUS! REINVENTING BOND FOR THE '90S, VOYAGER, TERRY PRATCHETT, MR SULU... AND WIN A DALEK!

... do their
hat this is a
SNES" –
ivered on
n't show off
lities. Oh,
itious too,
bility to
ably.
s fail to
go along
visuals,
n right here.
ears *Super*
tance
, I was
e
notice it –
going to
dvances in

ars
n.

NOW!
be a star?
to 'be' in
er *Play*?
ave an
mething
o you?
– write to
ddress:
ACK,
PLAY,
MOUTH
BATH
BW.

TURING SHORT
LUCUS &
T...
OW!
YAGER,
DALEK!

KRACKERS

Comics and Games

Manga Comics

Battle Angel Alita, Dirty Pair, Ran-Ma 1/2, plus many more

• Marvel and DC Comics •
• Role Play Games •
• Dungeons and Dragons •
• Judge Dredd •
• Model Kits •
• Skateboard Stuff •

Plus lots, lots more...

1-5 The Fore Street Centre, Fore Street, Exeter EX4 3AN
01392 425248

5 Bath Place, Taunton, Somerset TA1 4ER
01823 335057

CALLING ALL RPG FANS!

Role Call is an independent fan publication, now up to issue 4. For coverage of import/official RPGs, for your Nintendo/ Sega/next gen, you need look no further. For more details, contact the Editor directly on **01925 490910**, or order from:

Role Call, 25 Oakdene Ave, Woolston, Warrington, Cheshire WA1 4NU

Payment details *(P & P inclusive, cheques/POs payable to Rachel Ryan)*
£1.20 each issue (1-4 available)
£7.00 six issues (sub, or can include back issues. Please specify.)

SNES CONVERSIONS (new service). 50/60Hz switch. Play Final Fantasy III etc, glitch-free on any UK machine. £12 inclusive, call for details.

All services are part of a non-profit fan venture

MANGA MODELS BY MAIL

FOR A FREE CATALOGUE OF ANIME GOODS & CONSOLE GAMES
PLEASE SEND AN A4 SAE TO: 201 TURNBERRY ROAD, GREAT BARR, BIRMINGHAM B42 2HS. MAIL ORDERS ONLY PLEASE
TEL/FAX: 0121 357 6969 (ASK FOR MARTIN) MOBILE: 0589 077 462

ANIME & MOVIE MODELS
OVER 200 RESIN AND VINYL KITS TO CHOOSE FROM. EACH COMES BOXED WITH INSTRUCTIONS. OH! MY GODDESS • AKIRA • STREETFIGHTER • RANMA 1/2 • AND MORE!!

ANIME MUSIC CDs £15.00 EACH
FINAL FANTASY SERIES • SAILORMOON • DRAGONBALL • CITY HUNTER • MACROSS • ORANGE ROAD • OH! MY GODDESS • YU YU HAKUSHO • TOKYO BABYLON ETC.

POSTERS LARGE COLOUR POSTERS SENT IN POSTAL TUBES. STREETFIGHTER 2 THE MOVIE • DBALL Z • SAILORMOON • YU YU HAKUSHO • SLAM DUNK • BUBBLEGUM CRISIS • WALL SCROLLS AVAILABLE.

CELLS PRICES START FROM £6 TO OVER £100. DOMINION – NEW AND OLD SERIES • MY NEIGHBOUR TOTORO • AKIRA • OH! MY GODDESS • TENCHI MUYO.
PLEASE CALL FOR PRICE AND ORDER INFO.

CONSOLE SOFTWARE
OUR BROTHER MAIL ORDER COMPANY X-GENERATION SUPPORTS ALL FORMATS

WESTERN CONNECTION

HAPPY XMAS + NEW YEAR TO ALL OUR CUSTOMERS
TRADE WHOLESALE RETAIL
ENGLAND Tel: 0973 139 144 0181 508 1328 Fax: 0181 508 3845
HONG KONG Tel: (852) 26506509 Fax: (852) 26506526
E-mail ENGLAND project@dircon.co.uk HONG KONG projectk@hk.super.net
PROJECT K
PROJECT K The Seedbed Centre, Langston Road, Loughton, Essex, IG10 3TQ
PLAYSTATION CALL FOR LATEST PRICE
SCART CABLE MEMORY CARDS JOYPADS LINK CABLE
SATURN CALL FOR LATEST PRICE
VIDEO CD CONVERTOR JOYPADS U-GUN
NINTENDO 64 CALL FOR LATEST NEWS
VIRTUAL BOY NEC FX NEO GEO CD
100% ANIME
For a FREE catalogue of Japanese Anime and Games send Stamped SAE
PROJECT K, The Seedbed Centre, Langston Road, Loughton, Essex, IG10 3TQ

MANGA VIDEOS

TRADING CARDS

MANGA POSTERS

MANGA MODEL KITS

VISA Access DELTA SWITCH

CREDIT CARD AND INFORMATION HOTLINE
01989 767 655

FREE CATALOGUE AVAILABLE
MAVERICK MAIL ORDER
PO BOX 7, ROSS ON WYE, HEREFORDSHIRE UK. HR9 7YX
TEL: 01989 767 655 FAX: 01989 768 563

MAILED MUSIC & VIDEO

Dept. SP, 15-16 Thomas Street, Chepstow NP6 5DH
SPECIALISTS IN JAPANESE ANIMATION
FILMS • BOOKS • MERCHANDISE • SOUNDTRACKS
SEND OR PHONE FOR YOUR FREE CATALOGUE

AKIRA Video £13.49	MAISON IKKOKU Selection CD £24.99
AKIRA UK Soundtrack £11.99	MORTAL KOMBAT (Animated) £9.99
ANIME BEGINNERS GUIDE Book..... £6.99	OTAKU NO VIDEO Video..... £12.99
BUBBLEGUM CRISIS Grand M. Book ...£9.99	PATLABOR II Video £13.49
BUBBLEGUM C. Comp. Vocal 1 CD....£29.99	PATLABOR Theme Coll. 1 CD..... £17.99
BUBBLEGUM C. Comp. Vocal 2 CD....£29.99	PATLABOR Singles Coll. CD £24.99
CATGIRL NUKU NUKU Video..... £12.99	RANMA 1/2 Book 1 or 2 ..... each £7.99
CRYING FREEMAN Vol. 1 Book..... £7.99	RANMA 1/2 2-5 Import Book . each £11.50
CYBER CITY Soundtrack CD..... £11.99	RIDING BEAN (Sub or Dub) Video . £12.99
CYBER PUNK BOX Ltd Edition £38.99	RIDING BEAN T-Shirt in L, XL £10.99
DIRTY PAIR Biohazards Book..... £7.99	SOL BIANCA 1 or 2 Video..... £10.99
DRAGON BALL Z Music 1 CD £26.99	STREETFIGHTER II Video £12.49
GUYVER Each Video (12 Parts) £5.99	URUSEI YATSURA Hit Parade 1 .... £21.99
MACROSS PLUS Soundtrack CD..... £11.99	URUSEI YATSURA Hit Parade 2 .... £21.99
MACROSS II Imported Book..... £11.95	VAMPIRE PRINCESS MIYU CD..... £29.99

Post & Packing £1 per item UK, £2 Europe, £3 Rest of World.
Credit card & Information Hotline (01291) 621700

New Generation Consoles

WE ARE THE FIRST FOR ALL US SNES, PLAYSTATION & SATURN IMPORTS

All £18.99
Ghoul Patrol
Shaq Fu
Virtual Bart
Mortal Kombat
Jurassic Park
Alfred Chicken
Clay ghters
Rise of the Robots
Mech Warrior
Super Pan
Kick Off 3

All £24.99
Zelda
Final Fight 2
Mickey Mania
Indiana Jones Greatest Adventure
Super Bomberman 2
Micro Machines
Syndicate

All £28.99
Return of the Jedi
Cannon Fodder
StreetRacer
Putty Squad

Spiderman Marvel Comics
Super Metroid
Stunt Race FX
Clay ghter 2
Addams Family Values
Hockey & Rocky 2

Limited Stock All £34.99
Super StreetFighter
WWF Raw
Sidepockets
Mortal Kombat 2
NBA Jam TE

American Super Nintendo Games
We have a large range of American Super Nintendo Games e.g. Romance 3 Kingdom, Primal Rage, Prehistoric Man, Hagana, Mortal Kombat 3, Yoshi's Island, Killer Instinct, Donkey Kong 2, Ogre Battle, Secrets of Evermore, Final Fantasy 3, Secret of Mana 2, Crono Trigger, Front Mission, Man X 2, Dragonview, Earthbound, Rockman 7, Dirt Tracks FX, Weapon Lord, Romance 3 Kingdom IV etc. 100 s of other games in stock. Part Exchange Welcome. American SNES games a Speciality. Now in stock — Sega Saturn, Sony Playstation, 3DO, & Neo Geo.
Play all the latest Japanese & US Saturn Games on your UK Saturn. Call for details

ULTRA 64 NOW IN STOCK

NOW IN STOCK: Virtual Boy & Games!
Looking for a back-catalogue game? We have over 5,000 in stock at discount prices! Phone for a full list.
3 The Parade, Stonegate Road, Leeds 6 4HZ Tel: 0113 230 6007 Fax: 0113 268 8936
Open 7 days, Mon - Sat 11-7, Sun 12-6. NUMBER ONE FOR MAIL ORDER & SERVICE

HIGH RESOLUTION GAMES ZONE

TEL/FAX: 0171 792 1323
FREEPOST LON 3224 LONDON W11 4BR

TOP SNES SOFTWARE

Big Sky Trooper	UK	£47.00	Killer Instinct	UK	£57.00
Breath of Fire II	US	£CALL	Kirby's Avalanche	US	£49.00
Chrono Trigger	US	£69.00	Mech Warrior 3050	UK	£45.00
Diddy Kong's Quest	UK	£CALL	Mortal Kombat 3	UK	£53.00
Doom	UK	£55.00	PGA Tour Golf 96	UK	£47.00
Earthbound	US	£63.00	Secret Of Evermore	US	£64.00
Earthworm Jim 2	UK	£CALL	Theme Park	UK	£43.00
Final Fantasy II	US	£58.00	Worms	UK	£43.00
Final Fantasy III	UK	£63.00	WWF Coin Op	UK	£CALL
Int S/Soccer Deluxe	UK	£54.00	Yoshi's Island	US	£65.00

JOYPADS & ADAPTORS

Comp Pro S/16 Clear	£16.50	Datel Action Replay 3	£39.95
Comp Pro SN6 Joypad	£12.50	Fire FX Converter	£14.00

ALL PRICES INCLUDE POSTAGE AND PACKING

TRADE IN YOUR OLD GAMES: WE GIVE EXCELLENT PART EXCHANGE RATES ON SELECTED SECONDHAND CARTS.
SAVE £££s ON NEW TITLES

- New titles arriving daily • Prices may vary • Please call to confirm availability and price
- All orders sent 1st Class Recorded Delivery • Free info pack with all orders
- All items are fully insured against loss or damage through post
- All goods ordered are fully guaranteed – if it doesn't work, we'll replace it upon receipt of damaged goods, absolutely free of charge
- This is a freepost service – no stamp necessary • No hidden costs

OFFICE HOURS: MON-SAT 10AM-7PM, EXCEPT WED 1PM-7PM
ANSWERPHONE SERVICE ALL OTHER TIMES

CAN'T FIND THE GAME YOU'RE LOOKING FOR? CALL NOW!
FREE GAME SEARCH SERVICE AVAILABLE

FINAL FANTASY FORUM

One of these things is not like the other... A Stapler, Mothra, and the Olympics. So... Which one is it?

Where does his mum sleep?

You should not be alarmed if you're an *FF* purist: we'll be continuing to cover *Final Fantasy* and *Mana* for many months to come. To provoke your comments and questions on Square's new game, however, this Forum kicks off with the first of our *Chrono Trigger* tips, in which we reveal your very own chance to meet the Dream Team creators behind the game (see *SP32*).

Chrono Trigger boasts no less than ten different endings, and this one requires you to have finished in a certain way. If you should manage to complete all of the various sidestories mentioned by Gaspar at the End of Time, destroying the Black Omen in at least one time zone before taking on Lavos, you'll find the game file menu now includes a 'New Game +' option. Defeat the Lavos Core and, when 'The End' comes up, reset and click on the 'New Game +' box. You should now be given the option of restarting the game from an established save point. When you begin your new game your characters will have all their old levels, experience points and cash from the old save point.

See? 'New Game +'. Click on it.

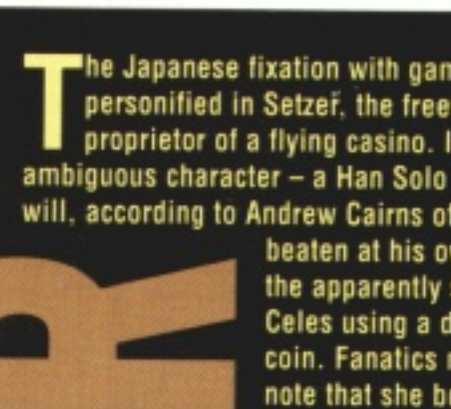
You could play it straight through again with this advantage, but we have an alternative. Take Crono to the Millenial Fair and bump into Marle. When she's joined you, equip your best gear – which now includes all the weapons and armour from your old save point – and talk to the girl sitting by the fountain before making your way to Lucca's matter transporter exhibition. When you first enter the scene you'll see a small starflash similar to a power tab on the right-hand receiver telepod. Walk up to it and press A to open a temporal wormhole straight to Lavos. If you can defeat him with just Crono and Marle you'll be warped to the street at the End Of Time, where the old man will inform you that you've discovered the quickest ending to the game.

Tougher than a Sherman Tank.

Lucca's demo is now open.

Every character at the End Of Time now represents one of the game's designers: talk to everybody you can find here (including those in the rooms reached via the time corridors) and the door to Spekkio's chamber will open. *Chrono Trigger*'s three-man design troupe of Toriyama, Horii and Sakaguchi waits inside. They'll pronounce you an honourary member of the Dream Team, awarding you a personally-tailored credits sequence to boot. Forget the moonlight parade, this is easily the best

Head for the right 'pod'.



New colour time tunnel, too.

Look! Little game designers!

PROFILES

SETZER

The Japanese fixation with gambling is personified in Setzer, the freewheeling proprietor of a flying casino. Initially an ambiguous character – a Han Solo icon if you will, according to Andrew Cairns of Ayr – he's beaten at his own game by the apparently submissive Celes using a double-headed coin. Fanatics might like to note that she borrows the coin from Edgar: does this cast new light on the agreement between the two Figaro heirs?

You'd do best to forget the rather dull and costly Coin Toss relic. Setzer's finest weapons are the Doom Darts (found in the Cave to the Ancient Castle) and especially the Fixed Dice (located in a chest within Kefka's Tower).

"Poker, anyone?

ending to the entire game. Oh, and if anybody can answer Yuji Horii's riddle we'd like to hear from you.

Be sure that you talk to every member of the team.

Hmm, interesting, but it's all slightly odd.

Mugu Mugu?

Just enough space to mention that the *Secret of Mana*'s Cockatrice Cap DOES exist, according to CA Hulse and Malcom Kelley. Malcom says he found his after killing hundreds of Basilisks on the Sunken Continent ("It's worth 142 thingies of protection"). Thanks this month also go to K. Pickering of Troon, M. Daud, The Master of War (!) and Shining Forth.

Send your letters, tips, questions and artwork to the only magazine capable of withstanding an Ultima blast by writing to us at:

Final Fantasy Forum
Super Play
Future Publishing Ltd.
30 Monmouth Street
Bath, Avon
BA1 2BW
Direct e-mail to splay@futurenet.co.uk

ESPER RANSOM

Although our exposé of the Ancient Castle solved many of your problems, we're still hearing from readers aplenty looking for that last vital Esper. Those of you who find yourselves lacking in the spell department should peruse our comprehensive checklist for hints on where to explore.

Esper	At Lvl Up	Found In
Alexandr	none	Doma Castle (Cyan's dream)
Bahamut	HP+50%	Defeat Doom Gaze
Bismark	Vigor+2	Magitek Facility
Carbunkl	none	Magitek Facility
Crusader	MP+50%	Defeat all eight Dragons
Fenrir	MP+30%	Defeat Phunbaba, Mobliz
Golem	Stam+2	Jidoor Auction House
Ifrit	Vigor+1	Defeat Esper, Magitek Factory
Kirin	none	Zozo Tower
Maduin	MgPwr+1	Zozo Tower
Odin	Speed+1	Ancient Castle
Palidor	none	Solitary Island beach
Phantom	MP+10%	Magitek Facility
Phoenix	none	Phoenix Cave
Ragnarok	none	Narshe Weapon Shop
Raiden	Vigor+2	Ancient Castle Basement
Ramuh	none	Zozo Tower
Shiva	none	Defeat Esper, Magitek Factory
Shoat	none	Magitek Facility
Siren	HP+10%	Zozo Tower
Sraphim	none	buy from thief, top left of Tzen
Starlet	Stam+2	Owzer's Bookshelf
Stray	MgPwr+1	Zozo Tower
Terrato	HP+30%	Umaro's Bone Carving
Tritoch	MgPwr+2	Defeat Esper, Narshe
Unicorn	none	Magitek Facility
ZoneSeek	MgPwr+2	Jidoor Auction House

Mog picks a fight to show off his fave Esper.

Three hard geezers.

'At Lvl Up' refers to the bonus that the character receives upon gaining an experience level whilst carrying that Esper: the benefits should not be underestimated. For this reason, it's always advisable to learn spells in areas where you gain magic points but no experience points (the Veldt, Fanatic's Tower) and to equip Espers according to their attribute-raising qualities elsewhere. For example, by giving Zoneseek to Celes on a permanent basis I advanced her Magic Power to 138 so that she now causes 9999 HP damage with just Ice2. Note that neither Umaro nor Gogo can ever benefit from this technique.

Odin is the only Esper that gives a Speed boost, so refrain from turning it into Raiden until you desperately want the Quick spell. My Locke currently has a Speed of 66 and attacks faster than other characters wearing Running Shoes...

He drops his price if you wait until the WoR. But hey, what of it? You're rich.

which does a random amount of damage uninihibited by the enemy's armour. Give him both with a Genji Glove and you've got a formidable and stylish fighter who doesn't need Ultima or Illumina to do maximum damage. Who can resist the clatter of dice, a sound sample included purely for Setzer's weapons? "My life is a chip in your pile. Ante up!"

When Setzer takes you inside Daryl's Tomb, make sure you find the Exp. Egg hidden in a secret room of the lower basement. By carving THE WORLD IS SQUARE backwards in the blank headstone, you'll be given the instructions for reaching it.

Above: Locke's first to the chest as usual.

Left: Setzer's palatial casino in the skies.

The Best-Selling Next Gen mag in Europe

Issue 14 on sale 6th December

Ultimate

Future Games

FREE! World Exclusive PlayStation Doom 32-page tips book

Which machine should you demand this Christmas?

Does the Ultra 64 have a future? – Full 1996 preview!

All the Super-Consoles pushed to the limit. 16-page pull-out...

Exclusive! Ultra 64 Shadows of the Empire

SUBSCRIBE!

Get each issue of Super Play for only £2!

If you're wise enough to subscribe to *Super Play*, you'll get it delivered to your door every month, often before you can buy it in the shops. And if you pay by direct debit, you save 75p on every issue you buy... Fill in the coupon now!

To make sure you always receive your copy of *Super Play*, all you have to do is complete and return this coupon, together with a cheque, if applicable, in an envelope to:

Super Play, Future Publishing Ltd, FREEPOST, Somerton, Somerset TA11 7BR.
(You won't need a stamp.)
Or, phone our hotline: (01225) 822511.

Pay by direct debit and pay only £2 per issue!

Super Play • Direct debit form • Originator's ID: 930763

This form instructs your bank manager or building society to make payments direct from your account. Please complete all five items...

(Banks and building societies may refuse to accept instructions to pay direct debits from some type of accounts.)

1. Full address of your branch

To: The Manager

..... Bank/Building Society

.....

.....

.....

.....

2. Account number: ☐☐☐☐☐☐☐☐

3. Sort code: ☐☐☐☐☐☐

4. Account in name of:

.....

Instructions to bank/building society:

- I instruct you to pay direct debits from my account at the request of Future Publishing Ltd.
- The amounts are variable and may be debited on various dates. I understand that Future Publishing Ltd may change the amounts and dates, but only after giving me prior notice.
- I will inform you in writing if I wish to cancel this instruction.
- I understand that if any direct debit is paid which breaks the terms of this instruction, you will make a refund.

5. Signed

.....

Please send my subscription to the following address...

Name: Date:

....

Address:

.....

.....

.....

Postcode:

.....

Signature:

.....

This coupon is valid until 4th January 1996.
SU/MAG/0196

Tick here for the subscription you want

Direct debit	Other method of payment
☐ UK £24.00	☐ UK £29.95
☐ Europe £41.95	☐ Europe £49.95
☐ Rest Of The World £52.95	☐ Rest Of The World £57.95

Method of payment

☐ Direct debit ☐ Cheque (Payable to Future Publishing Ltd) ☐ Access ☐ Visa

Card no. ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ Expiry date

IRRESPONSIBLE pictures

Makumi was stunned. Rudolph wasn't a cute cuddly reindeer at all, but one of a cunningly disguised team of vile Nibbler demons sent to review videos for hard cash.

GHOST IN THE SHELL

Manga Entertainment — 15

79 minutes (dubbed) Cinema release

Well, it's finally here, probably the most eagerly awaited anime since *Akira*. Based on the top manga by unfeasibly popular artist/writer Masumune Shirow and directed by Mamoru (*Patlabor*) Oshii, what we have here is a timely tale of computer crime, super hackers and terrorism wrapped up in a package of state-of-the-art traditional and computer animation. So is it worth all the attention?

Set in 2029, a super hacker known as The Puppet Master is suspected of a variety of cyber-crimes. When the elite Section 9 from the Internal Bureau of Investigations is brought in on the case the trail leads to the government's own Section 6 – The Ministry of Foreign Affairs – and the revelation that The Puppet Master isn't a real person at all but an artificial intelligence otherwise know as Project 2501 which has been created specifically for political espionage. The problem now is that how do you catch a criminal that isn't really there? The vast network of computers that make up the information highway mean that The Puppet Master could be anywhere at anytime and now that it's become 'self aware' not even its creators have any control over it.

That might be the story in a nutshell but director Mamouru Oshii's usual prediliction for brooding reflection and analysis opens the idea of a borderless virtual future far wider than might be expected. *Ghost*'s heroine (of sorts) Motoko Kusanagi has some serious thinking to do as her and The Puppet Master's lives become more and more intertwined, and she spends most of that time thinking on the screen. Like Oshii's earlier *Patlabor* films, ideas and concepts take pride of place over speed and action which may put off those expecting wall to wall *Akira*-style dramatics. That's not to say that *Ghost In The Shell* doesn't have its moments, but it is an adult movie and doesn't make any Hollywood-style concessions to people who want to go to the flicks and just turn off. Unlike most of the currently popular American Net-related movies you *will* have to think during *Ghost* and probably watch it a couple of times before you completely understand it from top to bottom.

You'll probably hear elsewhere that the animation is not up to *Akira* standards but that's generally because there isn't as much opportunity in *Ghost* to show off as there was with *Akira*'s bike chases and Tetsuo's transformation. This is still top quality and also makes (for the first time to my knowledge) excellent use of computer animation.

To sum up then, *Ghost In The Shell* is a superior anime. It's faithful to Shirow's original without being merely an animated copy (the character designs and artwork don't ape Shirow's style at all) and is immediately recognisable as a Mamoru Oshii film. If you really hated the *Patlabor* movies with a vengeance then chances are you'll find this a little hard going, but for everyone else who's prepared to put in a bit of effort I can only recommend it.

Wil Overton

7 out of 10

MADDOX – 01 Metal Skin Panic

Manga Video — PG

41 minutes (dubbed) RRP: £9.99

Only in the crazy [rolls eyes for effect] world of anime can your average boy (or girl) on the street suddenly find themselves in possession of the sort of high-tech military hardware capable of causing major damage to almost anything put in front of it.

You'll have guessed the story of *Maddox-01* already, then (I like to make it easy for you). The Maddox-01 is a battle suit. It's the newest, niftiest, meanest weapons system ever and somehow it's in the hands of high school student Koji Sugimoto. But even with a date with his long-lost love Shiori dangerously close, curiosity gets the better of Koji and he finds himself trapped within the suit where even the manual can't help him out. What's a boy to do in a situation like that but take Maddox to the rendezevous! Meanwhile the military aren't too keen that their most expensive piece of equipment is in someone else's hands and Maddox's designer Elly Kusumoto is on its trail. Unfortunately so is the maniac Lieutenant Kilgore who doesn't care how the suit is stopped.

What all this boils down to is a good half-hour's worth of mayhem and destruction as the hapless Koji has to learn how to handle a battle suit the hard way and still keep his date with Shiori. It's a superior action/comedy title with good animation, and the fact that you don't need to buy three more tapes to see the end of the story is refreshing. Yep, fun while it lasts.

Wil Overton

6 out of 10

IP NEWSLINE

ORGUSS 02 Volume Three

Manga Video 12

60 minutes (dubbed) RRP: £11.99

For me, this series is the sleeper of the year. The story of young engineer Lean and how he gets caught between the two warring nations of Revillia and Zafrin and their discovery of the Decimatiors – huge war machines that have lain buried under the ground for 200 years – is well written, superbly animated with fantastic artwork and characters by Haruhiko (*Macross*) Mikimoto, and also features some of the best Western voice acting I've heard.

This third volume contains the conclusion to the six part OAV and things are certainly hotting up for Lean and the mysterious blue-haired girl he rescued from behind enemy lines. The prince of Revillia has gone stark raving mad and intends to destroy everything with the largest Decimator yet. Meanwhile Lean and Nataruma (who is somehow linked to the Decimator's origin) have been found by another stranger who turns out to be not what he seems...

Orguss 02 is a superb action adventure that deserves to be better known. Can we have a box set please, Manga?

Wil Overton

8 out of 10

PROJECT A-KO #5 Battle 1 – Grey Side

Manga Video PG

50 minutes (dubbed) RRP: £9.99

A bit of a departure for the girls with odd names in the first of this two part spin-off from the *Project A-Ko* series. In a change around from the previous adventures, A-Ko and B-Ko are now partners, spending their time hunting monsters on a strange desert planet.

But where A and B-Ko are, can the dizzy C-Ko be far behind? Sure enough, she's soon in the fray, being pursued by space pirates Liza and Grush, and it's up to the girls to save her. Fun, if undemanding, action.

Wil Overton

6 out of 10

Oops

No, we weren't being particularly harsh on last month's selection of tapes, but due to some comments on how it was impossible to judge a video out of five points, the score on the page was changed to 'out of 10', while the reviews themselves weren't. Wil has now been smacked severely around the head with a battered copy of *Intron Depot* – the proper scores should have been as follows:

Oh My Goddess! 4 – 5 out of 10
Babel II – 6 out of 10
Super Deformed Double Feat. – 7 out of 10
Patlabor 2 – 8 out of 10

Ghost In The Front Row

If this month's big review of *Ghost In The Shell* has you virtually dribbling in anticipation you'll probably be interested in which cinemas it will be appearing at from December 8th. Well, let us kind bods at IP fill you in. Remember to phone first to check times and prices.

Birmingham (0121) 622 3323	MGM
Brighton (01273) 818094	MGM
Bristol (0117) 972 3434	Showcase
Glasgow (0141) 332 9513	MGM
Leeds (01924) 420069	Showcase
London (0181) 970 6015	MGM Trocadero
Manchester (0161) 873 7279	MGM Salford Quays
Northampton (01604) 583 535	MGM
Nottingham (0115) 9866766	Showcase
Slough (0181) 970 6014	MGM

Guyver To Rent

If someone tells you they had the Guyver last night for £1.50 don't cuff them sharply round the head and call them sick, they just might be telling the truth. A specially repackaged three tape set featuring all 12 episodes of Manga Video's *Guyver* series is now available to rent exclusively from Blockbuster Video. Remember though, the little chap has to be back by the following morning.

The Guyver gets angry at the thought of one of those little 'On Loan' labels on his box.

Pretty Hate Machine

The next release from Pioneer Anime due out at the end of January is *Armitage III*, a four part OAV produced for Pioneer LDCE in Japan by AIC. Armitage is the name of a 19-year-old Martian girl who just happens to be (as they so often are) an officer with the Mars Police Department. She soon gets partnered with a reluctant transfer from Earth – veteran detective Ross Silvers – and a thinly veiled *Blade Runner*-esque story develops as Armitage's real identity (is she or isn't she a repli– oops, sorry – cyborg?) is revealed.

Armitage's director Hiroyuki Oshi has also worked on the recent Manga Video release *Orguss 02*. We'll have a review soon.

Armitage and her top Girl At C&A wardrobe.

VIDEO DIARY

December 1995

Christmas is coming, the goose is getting fat. Please put huge amounts of anime in my oversized stocking-cum-sack-receptacle, thanks very much. But seriously, folks, 'tis the season to be jolly, so be jolly – and that's an order!

MANGA VIDEO
The Cyberpunk Collection Box Set
Zeram (live action)
The Complete Guyver – rental
Project A-Ko 5 – Battle 1 • Grey Side

KISEKI FILMS
The Cockpit
Sol Bianca – #1

ALWAYS FIRST WITH NINTENDO EXCLUSIVES!

TOTAL!

NINTENDO ULTRA 64 UNVEILED! NEWS INSIDE

MICRO MACHINES 2

Massive review inside

1995 THE BEST SNES YEAR EVER!
Week-by-week review inside. Plus a look ahead to 1996

PLUS!

DKC2
MARIO'S PICROSS
SECRET OF EVERMORE
90 MINUTES
MECH WARRIOR 3050

ON SALE TUES 12 DEC

FREE! GIANT Year Planner

BACK ISSUES

Buy any three back issues of Super Play for only £10.

ISSUE 1 – 14 *SOLD OUT*

ISSUE 15
Aladdin reviewed; and a *Jurassic Park* Super Player's Guide. Wa-hey! Plus four fabulous postcards – for free! Yes, free!

ISSUE 16
R-Type III, Young Merlin, Madden'94 and *NBA Showdown* reviewed; and a feature on those Rik Mayall ads.

ISSUE 17
Mega Man X, Dragon Ball Z 2 and *NBA Jam* reviewed; plus exclusive in-depth guides to *Equinox* and *Shadowrun*.

ISSUE 18
CES news; *Lufia, Super Puyo Puyo* and *Soccer Kid* reviewed; and a *Turtles: Tournament Fighters* player's guide.

ISSUE 19
Fatal Fury 2 reviewed; a guide to *Mystical Ninja 2*; we visit Nintendo of Japan; plus a free manga book.

ISSUE 20
Super Metroid reviewed; a football special; a *Mega Man X* guide; and a feature on getting hold of cheap carts.

ISSUE 21
Vortex previewed; *Super Bomberman 2* and *Dragon* reviewed; and a Super Player's Guide to *Clay Fighter*.

ISSUE 22
Wild Trax reviewed; a feature telling you how to draw anime; exclusive *Syndicate* feature; plus *NBA Jam* guide!

ISSUE 23
Super Street Fighter II reviewed; exclusive Squaresoft interview; the most exhaustive *Super Metroid* guide.

ISSUE 24
Mortal Kombat and *Breath Of Fire* reviewed; plus the most comprehensive *Super Street Fighter II* player's guide.

ISSUE 25
Sparkster and *Secret Of Mana* reviewed; complete *Mortal Kombat II* player's guide; plus loads, loads more stuff...

ISSUE 26
Final Fantasy III, Illusion Of Gaia and *Syndicate* reviewed; *MKII* player's guide; and much more!

ISSUE 27
Donkey Kong Country, Ultimate Parodius and *Demon's Blazon* reviewed; *Rock 'n' Roll Racing* tipped.

ISSUE 28
Samurai Spirits, Cannon Fodder and *Clayfighter 2*; plus part one of our *DKC* player's guide.

ISSUE 29
X-Men Special; *Pinball Fantasies, Ardy Lightfoot*; and the concluding part of our *DKC* guide.

ISSUE 30
Huge *Mega Man* feature, *Killer Instinct* guide; plus loads of reviews including *International Superstar Soccer...*

ISSUE 31
Free anime postcards; reviews of *Front Mission, Super Turrican 2, Addams Family Values* and *Dirt Racer SFX*.

ISSUE 32
In-depth *Chrono Trigger* feature, a look at the DIY shoot-'em-up kit *Dezaemon*, and the Shigeru Miyamoto interview.

ISSUE 33
News on the biggest games of '95. *Killer Instinct, DKC 2, Doom, MK3* and a feature on *Secret of Mana 2*.

ISSUE 34
Exclusive news of *Yoshi's Island*, exclusive *Doom* feature plus *Theme Park* and *Jungle Strike* playguides.

ISSUE 35
Exclusive review of *Vampire's Kiss*, plus *Earthbound* and *Pac-Man 2*, plus part 2 of *Theme Park* and *Jungle Strike* guides.

ISSUE 36
Exclusive! News of *Super Mario RPG* and the first review of *Yoshi's Island*. Plus free *Killer Instinct* poster card!

Missed a hot feature? An amazing player's guide? An in-depth review? Catch up here...

ISSUE 37
Reviews of *Super Bomberman 3, Mortal Kombat 3* and *Chrono Trigger*, plus a feature on the craze of retro gaming.

ISSUE 38
Exclusive review of *Mechwarrior 3050*, five-pages featuring *Secret Of Mana 2*, and a free A1 *MK/Street Fighter* poster!

SPECIAL OFFER!

Buy any three back issues of *Super Play* and you only pay £10. Plus! You get a binder (which holds 12 issues of *Super Play* and is worth £5.99)

absolutely free!

Make life even easier, use the CREDIT CARD HOTLINE: (01225) 822511

Please complete to order your back issues of Super Play...

Please send me the following back issues of Super Play at £3 each (or £10 for 3 issues plus my top free gift)

Issue nos. _____ Total cost: _____ Visa ☐ Access ☐

Card no. ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ Expiry date ☐☐ ☐☐ ☐☐

Name ..... Signature .....

Address ..... Date .....

.....

.....

Return this coupon (or a photocopy), together with a cheque if applicable, in an envelope to: Super Play, Future Publishing Ltd, FREEPOST (BS4900), Somerton, Somerset TA11 6BR. (You won't need a stamp.)
This coupon is valid until 4th January 1996
SU/MAG/0196

NEXT MONTH IN SUPER PLAY

January issue on sale Thursday 7th December

SUPER PLAY

Reviewed!

Breath Of Fire 2

Capcom's classy-looking sequel finally sails into view next month, and we'll be forcing our way aboard it in order to, um, plunder its booty, or something.

Revolution X

It's got guns and people in it, with the idea being to bring the two together in super-violent style. Originally a lucrative coin-op, we'll be seeing how it fares as a 50-quid cartridge.

Diddy's Kong Quest

Er, it may mean us actually going out and buying a copy, but next issue we'll have the definitive review of the game they're already calling *Donkey Kong Country 2*.

NHL Quarter Back

If American football presses your buttons, you'll be interested in this 24-megger from Acclaim. (If you hate American football you can simply admire the review's expert layout.)

And loads more besides. Naturally.

Finally! The Ultra 64 laid bare!

The system itself, its revolutionary controller, and every single Ultra 64 game will be examined when Super Play gets back from the Shoshinkai show in Japan next month, where the face of videogames is set to change forever. From the updates of *Cruis'n USA* and *Killer Instinct* to Shigeru Miyamoto's new games, they'll all be here for you to make a drooly mess over. Be there or be the subject of much ridicule when your pals spy you reading those lesser-informed magazines.

Exclusive! Rare speak!

We go head to head with Rare, one of the biggest and most respected names in the software industry. Traditionally one of most tight-lipped companies around, we'll be prising them open with questions about where they've been, what they're doing now, and where they're going. You'll only read it here.

Music!

We promised it the month before last and it didn't happen, but we're going to do it again: in January's issue we'll be looking at videogame music. Among other things we'll be examing its origins and development over the years, its evergreen popularity in Japan, and how the Ultra 64 performs in an often overlooked area. Plus! An exclusive interview with the greatest videogame musician of all time, Tim Follin.

RESERVE YOUR COPY OF SUPER PLAY!

Dear newsagent, please reserve/deliver* my copy of *Super Play* for/to me every month. Cheers!

Name:.....

Address:.....

.....

* Delete as appropriate.

EDGE

SPECIAL EDITION

The **Edge** 1996 Hardware **Guide**

Discover the future

The **new** wave of games technology is taking interactive **entertainment** into the **future**. Before you buy a new machine read the **essential** guide to every major system, the first in a series of **Edge** Specials

On sale **now** at selected newsagents

FRANTIC FLEA

...infesting a Nintendo near you

SUPER NINTENDO ENTERTAINMENT SYSTEM

All game design material is © 1994 HAUS TEKNIKKA. All characters and Frantic Flea are © and ™ 1993 Andy Whitehurst and are being used under Licensed Agreement.
Super Nintendo Entertainment System™ is a trademark of Nintendo. Distributed by Gametek UK Limited 258 Bath Road Slough Berks SL1 4DX United Kingdom.